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No 88 HFL8.90

JULY 1989

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SILKWORM

TAKE NO PRISONERS

MEGATAPE 17

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NEW! DIRTY TRICKS DEPT.

REVIEWS: DOMINATOR SUPER SCRAMBLE SIMULATOR CRAZY CARS II

ELECTRO + ARCADE + ADVENTURE + GAMBLING!

B029967



Silkworm – it's a Classic

ON TAPE 17

SIDE A: ELECTRO GAME II • JEWELS OF BABYLON!

SIDE B: DENIZEN
DIZZY DICE

4 GAMES FOR PRICE OF NONE

ELECTRO BINGO

IS YOUR NUMBER UP?
SAM SUPERCOMPUTER & 250 US GOLD GAMES MUST BE WON!
TURN TO PAGE 8 NOW

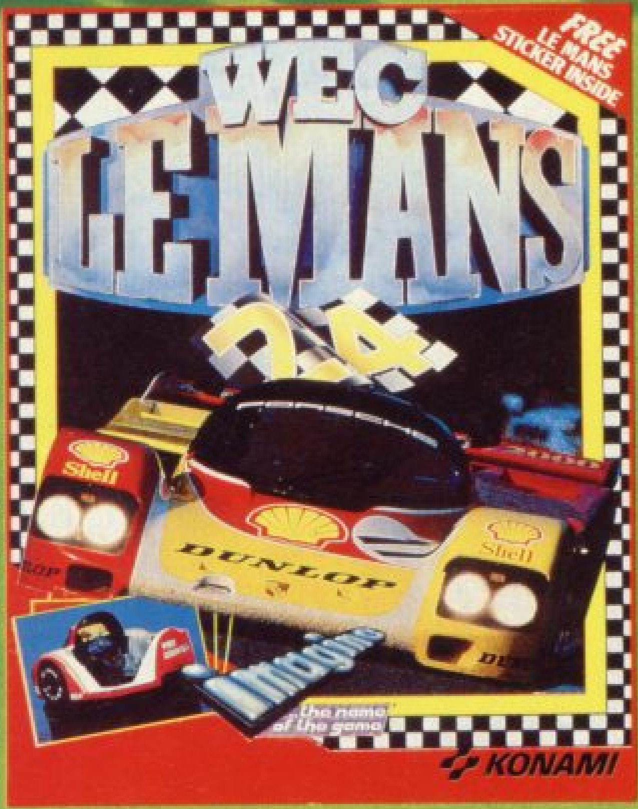
INSIDE:

RUN THE GAUNTLET + FORGOTTEN WORLDS MAPS

FREE: JAWS POSTER

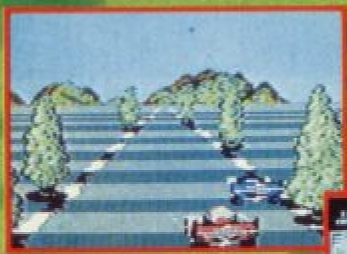
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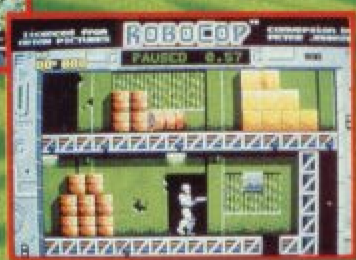
PLAYFUL



WEC LE MANS
"Wec Le Mans has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."
Wec Le Mans is not a game – it is the ultimate driving experience.

ROBO
"This is definit
tie-in to date, a
superb game i
don't n
C+VG GAME O
COMPUTER +







BAD DUDES VS DRAGON NINJA
"A sure winner with the official conversion to the home computer."
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"There is more than enough action in this one to keep you coming back for more."
ACE





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CONT

Meet the "Team

JIM "Invisible Man" Douglas



Wrapped (warped?) from head to foot in bandages to disguise his horrible secret, Jim is forced to wander the world trapped in a crepe tomb. While he likes to put about the rumour that he concocted a potion so strong that it turned him invisible, the actual truth is that the rest of the SU Team were so fed up with him being "away on business" they endowed him with the name and handed out a right good punching into the bargain, hence the bandages.

ALISON "Wunder Woman" Skeat



Faster than a speeding thing, able to correct pages in a single bound, Skeat wreaks terrible havoc upon poor copy with her special Red Pen in her quest to rid Sinclair User of any spelling mistekes. She can deflect bad grammar with her super steel ear-rings and head butts away repetition every single time. and head-butts away repetition every single time.

TIM "Silver Surfer" Noonan



Is it a plane? Is it a bus? is it a Bond Bug? No, you bloody idiot, it's Timothy Noonan, Art Editor extraordinaire, cutting a swathe through the barren wasteland of computer magazine layout, producing colour pages to STUN, SHOCK and DELIGHT every single month. Unfortunately, Tim has only one leg. Well, it's more unfortunate for Tim than anyone else, since he can never stay upright once he stops moving.

TONY "Ice Man" Dillon



Tony knows no fear. He doesn't know many people, but he certainly knows even less fear. His super-cool demeanour and ability to fit nearly all his bottom into a medium sized refrigerator have made him legendary through the games industry. If a job wants doing, tell Tone to dry his trousers and get going.

Special thanks this month: John "Er, tomorrow?" Cook, Gareth "Grandad" Jones, Clive "43" Pembridge, Graham "Still here" Taylor. ADVENTURE **The Sorceress** DIRTY TRICKS **Jon Riglar** TECHNICAL **Andrew Hewson, Rupert Goodwins** ADVERTISEMENT MANAGER **Katherine "Ooh my sore throat" Lee** ADVERTISING EXECUTIVE **Martha "A diddly diddly" Moloughney** AD PRODUCTION **Emma "Wonderful" Ward** PROMOTIONS **Debbie "Have you seen this photo?" Pearson** PUBLISHER **Terry "Well . . .' Pratt** MARKETING **Clive "Knuckle Sandwich" Pembridge**
DROP US A LINE AT: **Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU** OR RING US ON: **01-251 6222** OR FAX US ON: **01-490 1095**
THIS MONTH'S COVER: **Silkworm from Virgin Mastertronic.**
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ISSN No 0262-5458

PRECINCT 19 Games, games, games. And not a Spectrum in sight. Our new feature combines all the best bits of the gaming world that you can't enjoy on the Spectrum. There'll be books, Role Playing, board gaming, news about conventions and fairs, model making, new products and reviews of all the new material that you can spend your cash on. Check it out. **70**

SOFTWARE:

All the Reviews fit to print!

COVER GAME 26



Silkworm. **We tipped it as a classic last month in *Blueprint* and our *Previews*, and we weren't wrong. It's bloody marvellous, and if our saucy illo by the notorious Jerry Paris hasn't got your whistle whetted, this review will.**

MEGATAPE 17 8



Electrobingo Part II: **Have you won this month's fantastic Sam Super Computer? Or one of the 250 US Gold runners up prizes we've got on offer?**

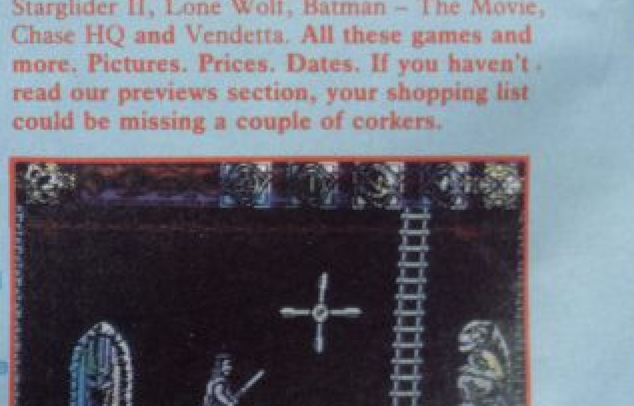
Denizen: **It's a fantastic shoot-'em-up from Players. Complete game. Completely free.**

Dizzy Dice: **One for the compulsive gamblers. All the fun and excitement of the casino, but with no financial outlay. Or rewards (Oh shut up – JD).**

Jewels of Babylon: **It's a completely brilliant graphic adventure with more locations and puzzles and traps and fabness than any other adventure we've given away so far. And there are millions of pictures too! And it's got Graphics! and Pictures!**

PREVIEWS 84

Starglider II, Lone Wolf, Batman – The Movie, Chase HQ and Vendetta. **All these games and more. Pictures. Prices. Dates. If you haven't read our previews section, your shopping list could be missing a couple of corkers.**



ENTS

DIRTY TRICKS DEPT 16

Welcome to the amazingly brilliant all new look jazzed up Tips section. This month we've got an amazing FIVE COLOUR PAGES including super maps of **Forgotten Worlds** from US Gold (Sinclair User Covergame) and **Run the Gauntlet** from Ocean. If you're stuck in **R-Type** you may well find out where you're going wrong, and there are stacks of POKES, including some for **Operation Wolf.** The egotistical among you can even get your name in lights in the Bronze Stars section. Check it out.

ARE YOU A SINCLAIR USER FANATIC? 94

Sinclair User is a dangerously addictive magazine. Just how deep is your obsession with the best Speccy games mag in the galaxy? Use our special tester to find out if you're completely hooked.

SUPERCOUPONS! 76

There's a whole lot of changes in Couponsville, SU. The old Black & White version has given way to a stronger, tougher breed of coupon, with better looks, a bigger picture of the game you may want to buy and more POWER. We've got bigger reductions than you've ever encountered before. (And a man writing the intros who sounds like a B&Q advert).



BLUEPRINT 58

This month we give you the dirt on the background of the forthcoming Jaws from Screen 7.



POSTER 50

Da da. Da da da da da-daaaaa . . . (all will become clear).

PRIZES GALORE!

WIN A TANK! 24

Yes. Just when you thought we couldn't give away any more tanks, we're back with another "How many rounds per minute can a Chieftain fire?" affair. Only this time it's a complete panzer division we're giving away. There are lots of plastic self-assembly kits and the first prize is a smashing £250 radio controlled tank that REALLY BLOWS THINGS UP and REALLY INVADES SMALL COUNTRIES (except it doesn't)

WIN A LOT OF DECIBELS 34

Virginmastertronic are releasing SILKWORM, **this month's covergame. It's about a Helicopter and a Jeep scouring the countryside blowing the bottom off anything which gets in their way. "So," we thought, "What would be the most sensible prize to give away with such a game? Why, a huge Philips MIDI HI-FI with CD and a load of Records, CDs and Tapes too, of course."**

WIN A PLUS 3 73

If you haven't bought yourself a +3 yet, this competition we're running with Gremlin is just the thing for you. In conjunciton with the release of Super Scramble Simulator **(reviewed elsewhere this ish) we've got a +3, some super games, T-shirts and the whole shooting match to give away, and the questions are so simple you'd have to be Wayne's half-brother Duayne not to get them right.**

WIN A JOB! 32

Jim wants a holiday and we need an EDITOR FOR A DAY! Boss people around. Shout down the telephone. Drink lots of coffee. Interested? Apply within . . .



OUTLANDS 82

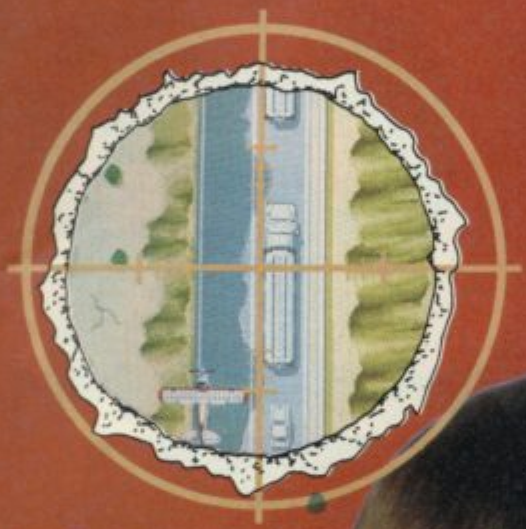
Pherooawk! If you can't find something in this month's *Outlands* that you will want to rush out and purchase straight away, you're bloomin bonkers. We've got Mr Money – alien cash-eating fiend from another dimension. We've got The Potato Clock – strange Irish timepiece. We've got two new vids to drool over. And we've even got The Horn. Confused? You should be!

WAYNE'S POPULARITY GAME 48

Fun and games for all the family! Help new **Sinclair User** staff member, Wayne Smedley in his search for popularity. All you need is a six sided dice (as opposed to one of those ludicrous dodecahedralatrop used by D&D people) and a great deal of patience. Try to work your way to the top of the popularity heap by being extremely crawley and girly around the office. Watch out for terrible faux pas like asking Tim how Palace did at the weekend.

THE REGULAR EVENTS

. . . This time he wants revenge.



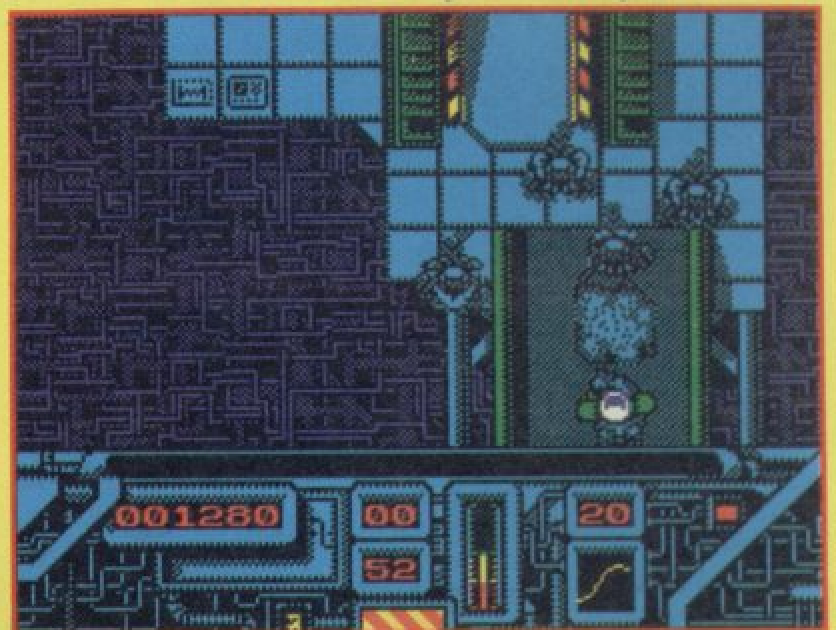


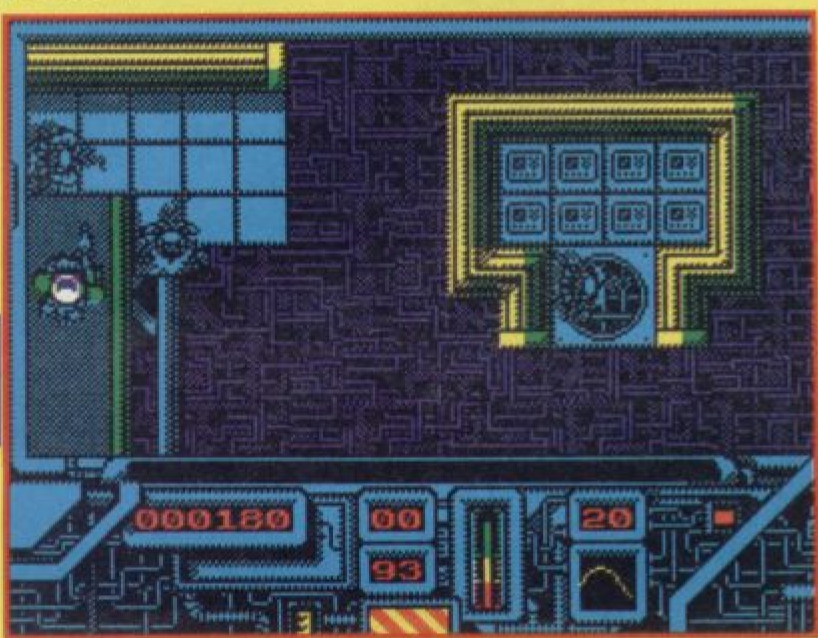
James Bond (Timothy Dalton) and Pam Bouvier (Carey Lowell) in a scene from LICENCE TO KILL

TAPE 17 MEGA

What's the difference between Crash and your old fave SU? Errrrr, about 60 pages at the last count! Yup, here we are again with another great Megatape done in the great Sinclair User tradition – with a magazine attached.

What have we got on the magnetic media this month? Three totally astonishing games from those twerribly nice people at Players and Interceptor Micros. Stuff so utterly fabby that the little oxide molecules can barely retain their polarity for the excitement of it. All this – and Electro Bingo. . . . We'll be gnawing our feet off for you next . . .





Instructions

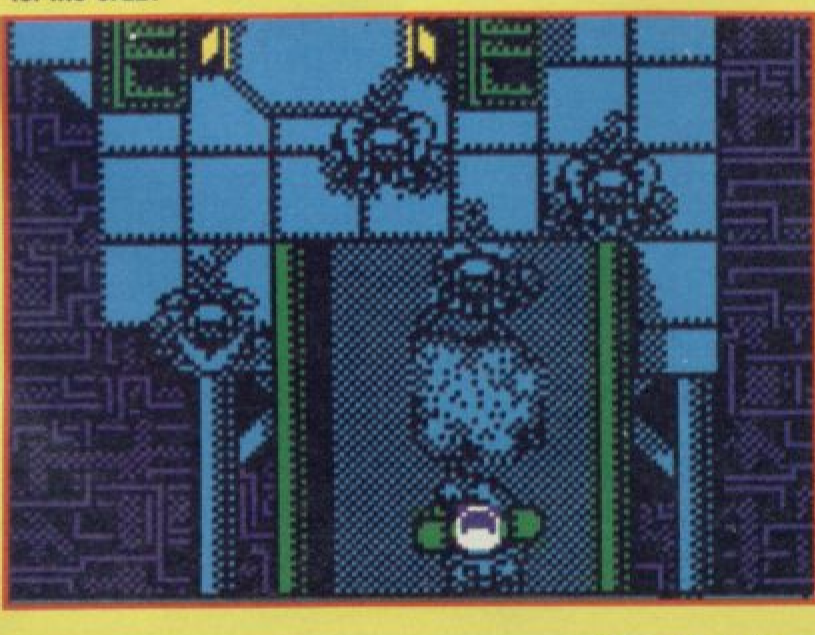
After you've loaded the game (put your machine in 48K mode and type load "") you type in commands in the traditional adventure fashion. Try to keep it simple, like GO WEST, or EXAMINE, CLIMB – that kind of stuff. INVENTORY will give you a list of the things you are carrying at the moment. If you can't get the game to do what you ask it to do, try thinking of a different way of saying it. If FIRE GUN didn't work, for example, you could go for SHOOT GUN instead. Good luck – and be careful. After all . . . it's a jungle our there.

Jewels of Babylon

We got such an amazing response from all you brainy bonces that had so much fun with our last Megatape – that we decided to bung on another one, this time that all-time classic Jewels of Babylon.

Jewels are the name of the game here, as to win you have to make your way through the jungle, and find the legendary Jewels . . . then make it back to your ship alive.

Feel up to it? Gird the loins, splice the mainbrace and watch out for the crab.

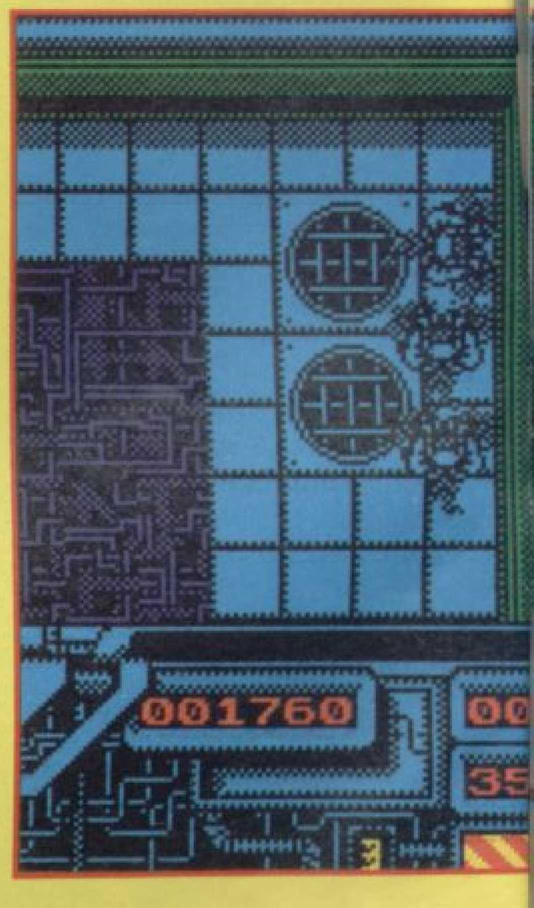


Denizen

Here's some arcade adventuring to get your brain reeling with sensory overload and your joystick knackered through overuse. Here's the scam – Denizen are a band of Intergalactic terrorists, led by that fiend of the spaceways, Jabba McGut.

What they have done (the little tinkers) is contaminate various bits of the hugely important Orbital Plutonium Reprocessing Installation. And if you don't go in there, jettison all the bits that are gammy (sub-levels 1, 2 and 3) and beat up all the bad guys, then it'll fall out of orbit onto your Mum's house.

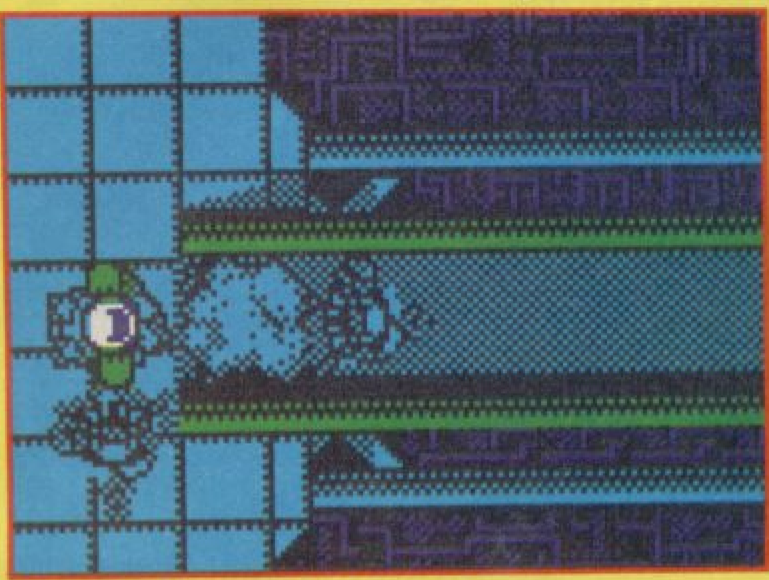
To help you in the task, you are equipped with the very latest super-dooper user friendly battle computer – that happens to be located at the bottom of your screen. On it, from left to right, it'll show:



8

...TAPE

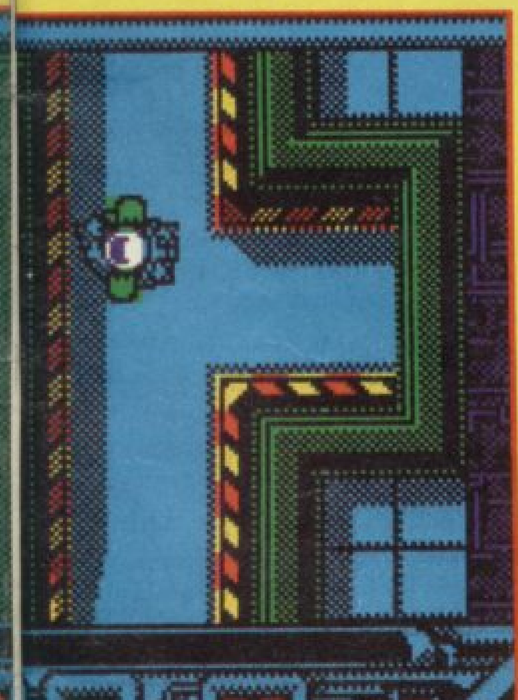




1) The Battle Computer Text Display
2) Your score (lots of room for big scores)
3) Upper bit – the number of key cards you have
4) Ammunition remaining
5) Energy remaining
6) Upper bit – bolts remaining
7) Cardiac monitor – just to see how excited you're getting
8) Torch on/orr indicator

Once you're in the thick of the action, don't worry too much about spraying it around with your 'Quickkill' assault rifle – as there'll be plenty more ammo to pick up lying around the place. Note, as well, to access certain parts of a level, you will have to collect the key cards which are also scattered around the complex. Untidy places these Reprocessing plants, aren't they?

More hints – energy can be replenished at a refueling point . . . or by drinking a bottle of Lucozade . . . and to activate an explosive bolt . . . you just run into it. No worries, eh?



Dizzy Dice

Fascinated by fruits? Well, strangely enough – in that case Dizzy Dice is going to be just for you . . . because it's a high class, fully featured, no holds barred (YES DUMMY THAT WAS A JOKE) fruit machine simulator. By golly, by gosh doesn't that sound luvverly?

The great thing about it, of course, is – not only is it free on tape, you don't have to put 10p's into your Spectrum to make the thing work. Load it up and satisfy your most fervent craving to gamble your shirt away – without risking a bean. SU – the mag that cares about people with sick minds.

Controls:
S to Start
C to Collect huge wonga winnings
G to Gamble huge wonga winnings into even more wonga winnings
S to Cancel
1 – 4 Hold reels 1, 2, 3 or 4

cut

fold

MEGATAPE 17

fold



fold

fold



cut

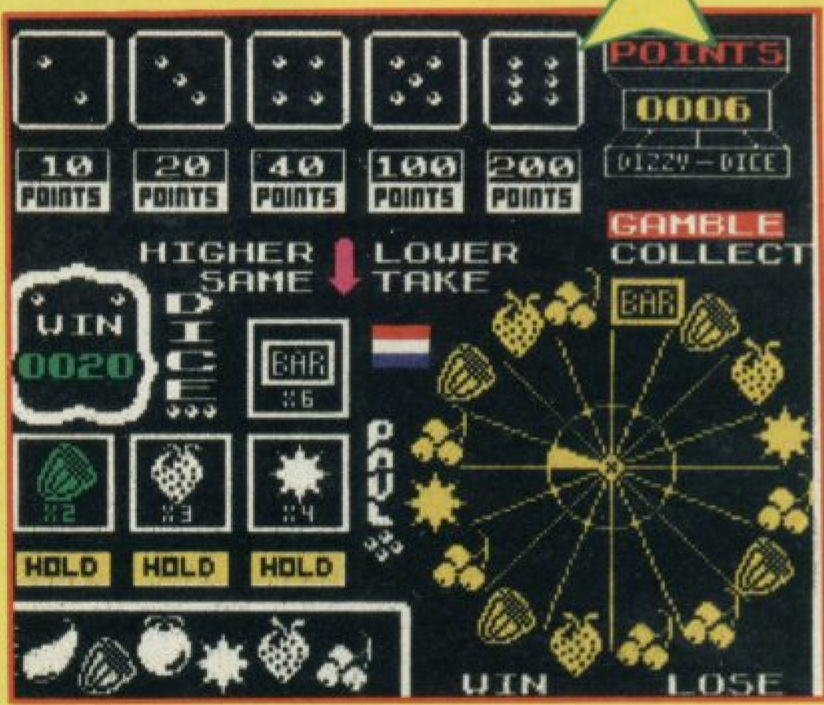
cut

MEGAaaaTAPE

Dice Game

If you complete the fruit feature, then you can win up to $200 by guessing the next spin on the dice . . . higher, lower or the same! Collect your winnings if you get it right, or chance it again on another throw . . . or maybe loose the lot! Press H for higher, L for lower, S for the same or take the money and run with T.





Break the Bank!

There are two ways to play Dizzy Dice – either as a straightforward fruit, or take the challenge of breaking the bank! You start off with $10 . . . to break the bank you will have to score $100 . . . then go on to break Banks 2, 3, 4 and 5 by winning $200, $300, $500 or $1000.

More excitement than a ferret down the trousers – you're bound to enjoy Dizzy Dice!

ELECTRO BINGO



Welcome to the second month's Electrogame! It doesn't matter if you haven't got last month's issue, you can still enter the compo and win one of the fab prizes shown below:

What to do:

Load the Electrogame – it's the first program on Side A of the cassette. Now, those of you who had last month's issue will know what to do. This month, things become a little bit more difficult. You need to giude your Charge Ball around the maze of power-plants, charging them with energy. You charge a plant by circling it. You only have a limited amount of Charge, so you musn't dither about. Chasing you are two evil lightning bolts which will wipe you out on contact.

This month we've made your life a little bit more tricky. You can only see the four corner powerplants. You'll have to guess where the others are. While this doesn't sound too tricky, we think it will give you enough to be thinking about.

Move around the grid using keys QAOP, circling the powerplants. Once they're circled, they'll light up. Once you've lit all of them, you can use the ELECTROCOMPUTER.

Type in your number digit by digit on the Electrocomputer, using the cursor to highlight which character you want to imput next. Once you've typed in the number correctly, the comp will work out if your number is one of this month's winners. It will then explain what to do.

IMPORTANT: DO NOT TELEPHONE UNLESS YOUR COMPUTER TELLS YOU THAT YOU HAVE WON. DO NOT BOTHER HACKING THE PROGRAM. YOU WILL NEED TO PRODUCE YOUR FRONT COVER AS PROOF OF YOUR NUMBER.

If AND ONLY IF you are told that you have won the First Prize, telephone 01-251 6222 and ask for extension 2409. We'll tell you what to do next.

If you win a runners-up prize (again, your computer will tell you), send your front cover to "Electrowinners Month 2", US Gold, Units 2/4 Holford Industrial Estate, Birmingham B6 7AX.

If you don't win this month – don't throw away your issue, it could still win you a prize next month.

Nasty Legal Notice:


LOOK OUT FOR THE VIDEO RELEASE ON 21st JULY '89
RED HEAT
The heat is on ... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs-dealer. The two detectives; one Russian, one American have very different methods of capturing their prey, but together they face the worst of Chicago's underworld – street fights, the 'Cleanheads' gang, gun fire and a breath-taking bus chase. The hottest film tie-in to date – it's all action with stunning graphics – feel the heat – RED HEAT.
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COMMODORE £9.99
AMSTRAD £9.99
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AMIGA £24.99
MOSCOW'S TOUGHEST DETECTIVE. CHICAGO'S CRAZIEST COP.
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GAMES REVIEW!

TIME SC

Ever since I was a young boy, I've played the silver ball. Actually, when you come to think of it, from Soho down to Brighton, I must have played them all.

TimeScanner is certainly a mean pinball.

Activision have been tweaking and interferring with the code for T.Scanner for years and years. We previewed it for the first time almost a year ago to the month and in between now and then, I confess, I was a little unsure as to whether it was going to be worth the wait. The law of averages and past experience suggest that games which have been trundling about for more than 6 months "in development" turn out pretty iffy.

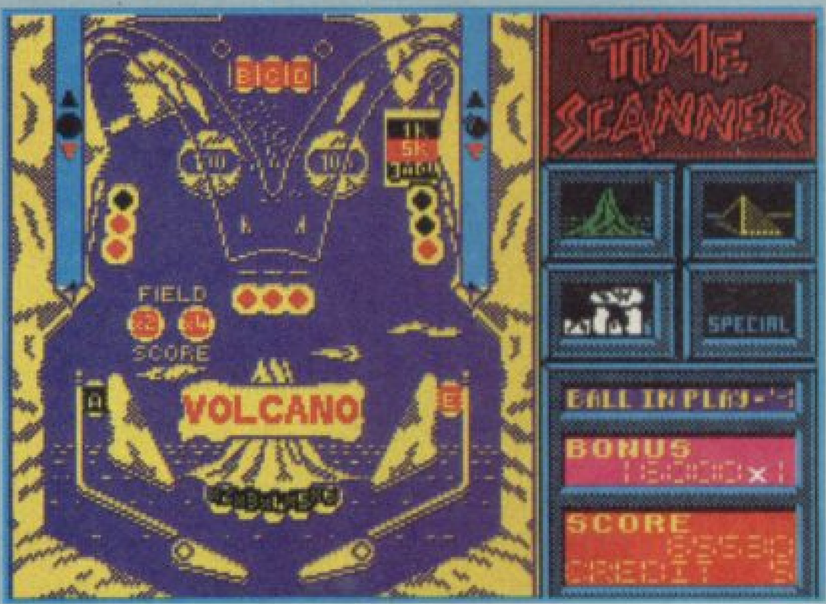
However, I'm happy to say that TimeScanner is absolutely fab.

In case you didn't get to play the coin-op, I'll fill you in. Smack. Right, now you'll play the coin-op in future, won't you?

TimeScanner is a Pinball game based on three levels. Each level has an upper and lower deck, and there's a set of flippers for each. Each deck is one screen long, and when the ball moves from one to the other, a smooth scrolls follows its movement.

Now, while I think pinball games are great, I'm absolutely crap at all of them, so was pretty mortified that in order to get to the later levels, you need to hit specific items on the table. It's actually a very precise business.

The first of the levels (all of which, incidentally, take place in different eras – 2 & 3 being Ancient Egypt and Anglo-Saxon ruins – hence the name) involves a huge volcano as its centrepiece. While scattered around the screen are numerous bonus bouncers and targets, all rewarding you with stacks of points (why do pinball machines always have such outrageous scoring systems – 10,000 for each target etc?) your mission on this stage is to make the ball shoot up the chute in the middle of the screen, round and back again. Each time you perform this feat correctly the volcano erupts in a most exciting way and one of the letters ("V.o.l.c.a.n.o.") lights up. You have to light ALL SEVEN letters, AND then send the ball up the screen onto the upper level and into one of the Time Tunnels hidden in the top right corner. Needless to say, this is nigh-on impossible without lots of practice and patience. In the end, though . . .









CANNER

GAMES REVIEW!

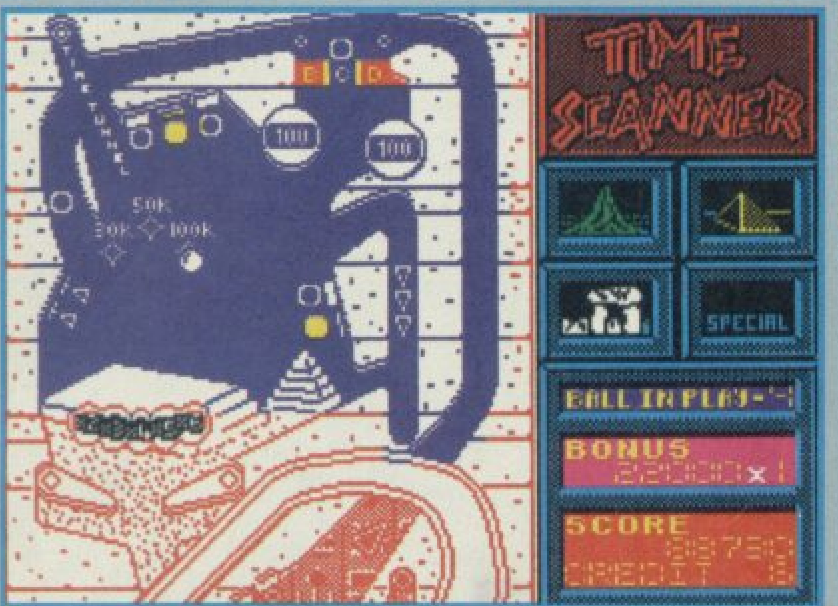
Graphically, TimeScanner is bordering on a masterpiece. Lots of detailed backgrounds and smooth animation.

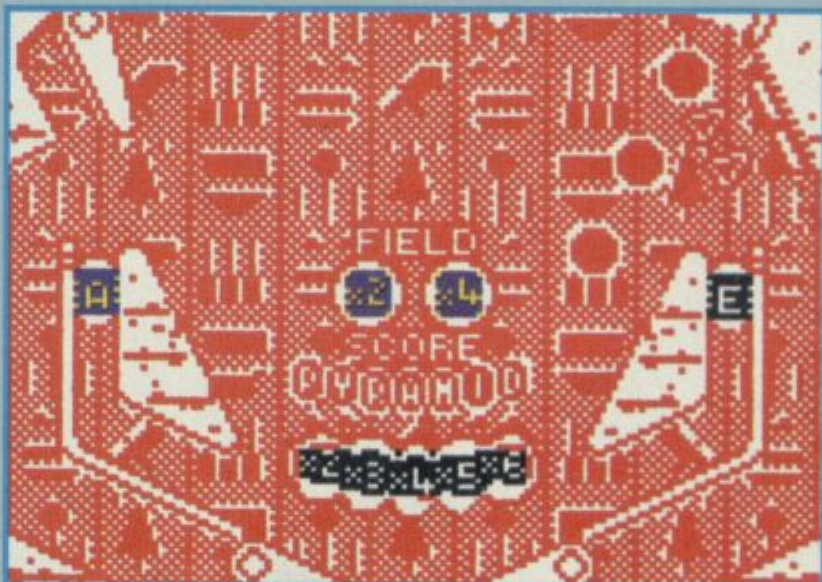
But, everyone knows, the finest pictures in the world don't make the game. And it's even more vital that the gameplay and "feel" of this sort of program is absolutely spot on. It's nearly 100% in this case. While the ball maybe moves a little too quickly in some situations, it's got about as close to the ideal inertia effect as you could reasonably expect.

Table design is good, and while I'd say that sometimes life simply becomes too frustrating when you're trying to hit specific targets, there's plenty to keep you busy. Part of the fun of Pinball, after all, is simply trying out new angles with the flippers and trying to produce fab trick shots. Each level is sufficiently varied from the last to require new strategies. The angles that the balls come out of the tubes and bonus holders continually baffled me.

My only niggle with the whole process of playing is that it take far too long after you've lost a ball (fyuk) before you can send the next one of the table. Actually it's only about three seconds, but when you're desperately trying to knock down the final target out of a set of twelve, it can seem like an eternity.

Although the nature of a computer game simulating a pinball machine may seem a little strange, there are lots of features included here that wouldn't be possible to include on "the real thing". When the volcano erupts, for example, molten lava spurts into the air, and you can practise your nudging technique (wink wink) to perfection. I was especially gratified to discover that it's possible to trap the ball in the curve between flipper and slide, allowing you to release it and perfectly time you next upswing in order to send the ball scuttling in exactly the right direction.







SINCLAIR USER CLASSIC

ARCADE REVIEW

FAX BOX

TIMESCANNER** Label: **Activision** Author: **In-house** Price: **£8.95** Memory: **48K/128K
*Joystick: **Various***

GRAPHICS	SOUND
88	70
96	93
PLAYABILITY	LAST ABILITY

Superb coin-op conv. Lots of action, lots of finesse. Super

Reviewer: Jim Douglas

OVERALL **92**

10 20 30 40 50 60 70 80 90


PENETRATE DOMINATE CONQUER
SYSTEM 3





When the makers of Ninja 2 produce a shoot 'em up you expect to get beaten ... And graphics that really happen ... Hidden depths of gameplay ... Fast and detailed action ... Packaging worth collecting ... You won't be disappointed. To find out more phone us on 01 866 5692.

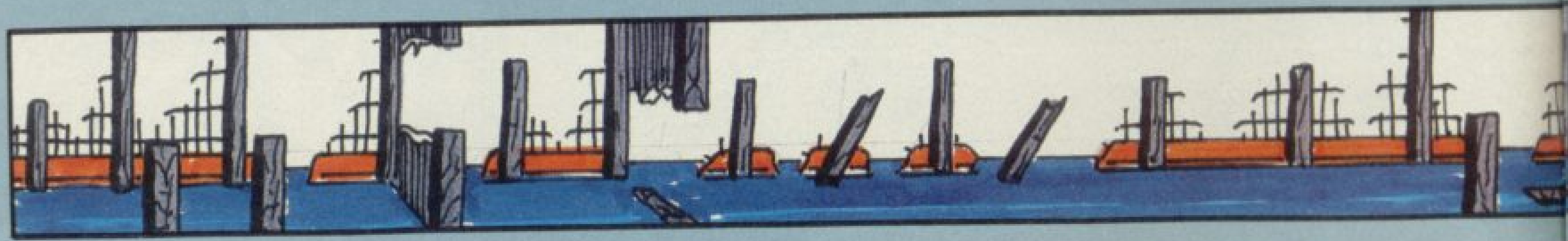
DOMINATOR. DESIGNED BY SYSTEM 3. NOT TO BE BEATEN.

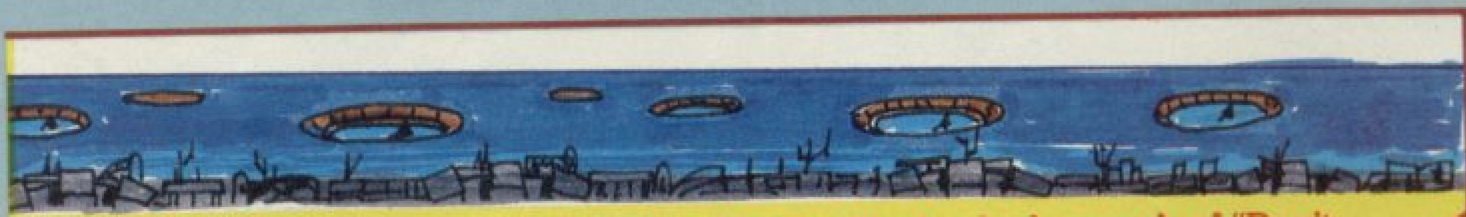
Spectrum, ST, Amiga, Commodore, Amstrad screen shots shown in that order.

Commodore, Spectrum and Amstrad cassette (£9.99) and disk (£14.99).
Atari, ST and Amiga (£19.99) Joystick control only.
Mail order: System 3, Blenheim House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG. Tel. 01 866 5692. Cheques and Postal Orders made payable to System Three Software Limited. FREE postage and packaging.

DIRTY TRI



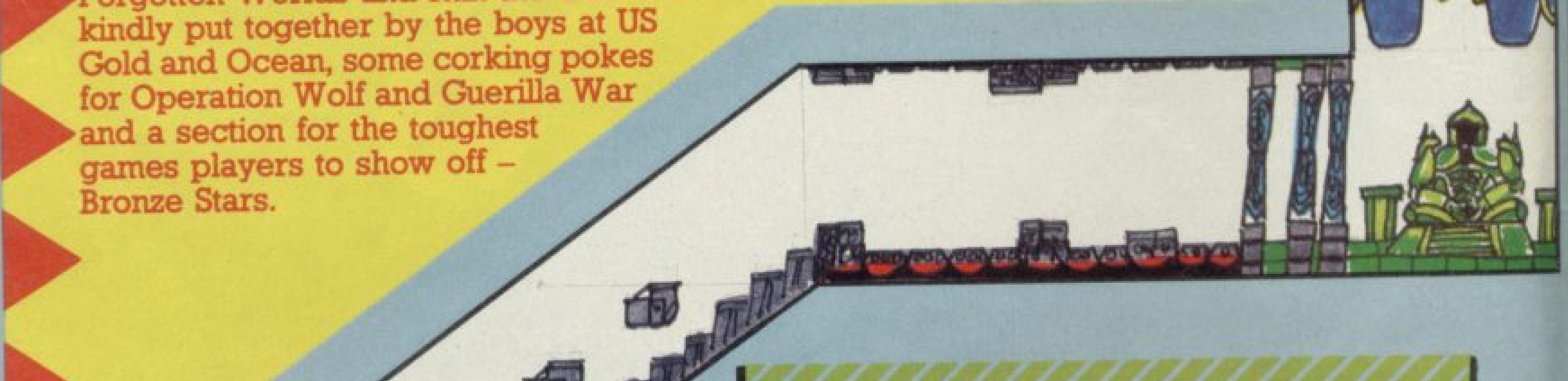






Okay. So you want tips cheats and tricks. You've had enough of "Don't get killed, it's a bad thing" and unspecific guidelines "Go up and turn left". We'll we're sick of them too. So from now on we'll only be feeding you the very best cheats and info on the toughest of the recent releases.

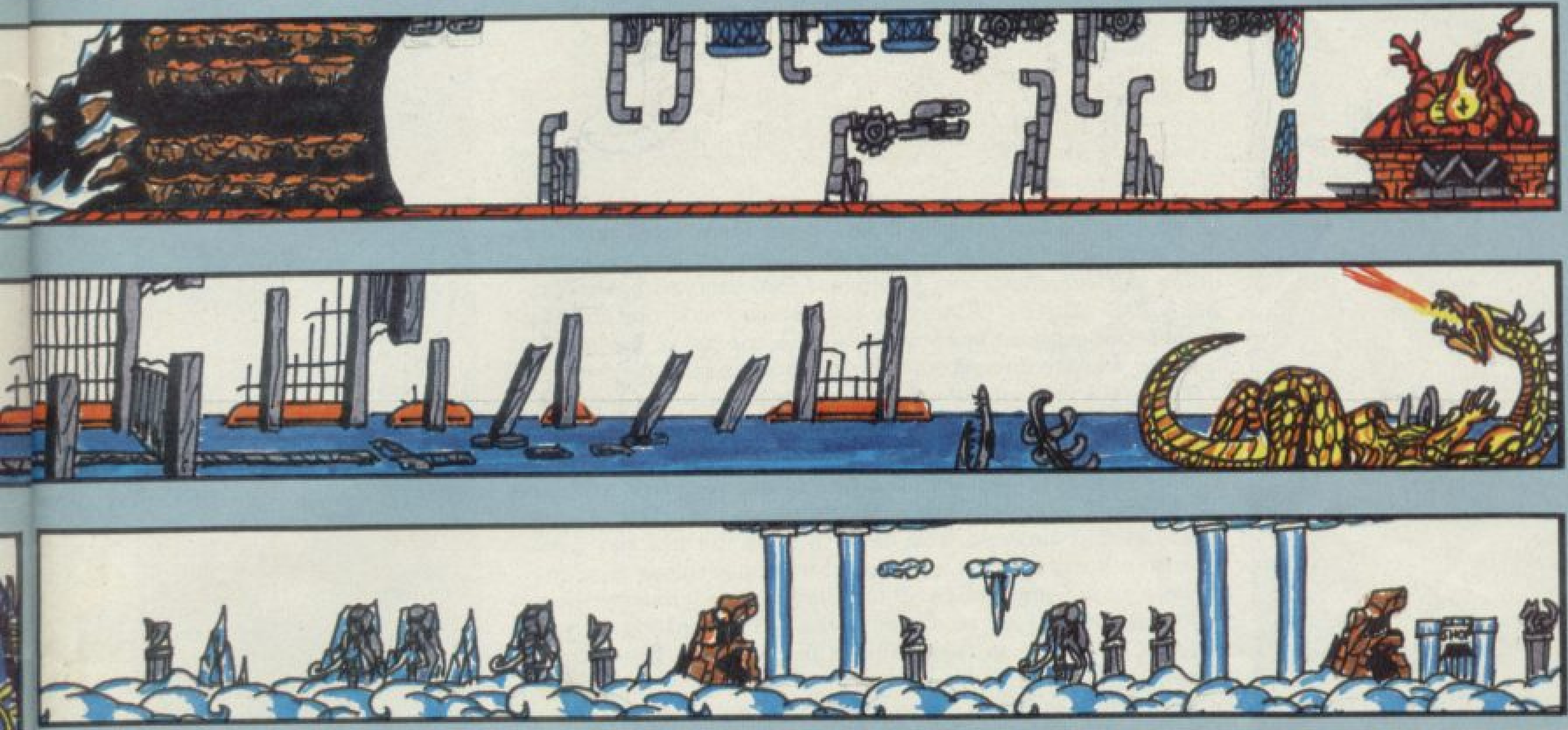
This month we've got maps of Forgotten Worlds and Run the Gauntlet kindly put together by the boys at US Gold and Ocean, some corking pokes for Operation Wolf and Guerilla War and a section for the toughest games players to show off – Bronze Stars.





The end of level one, and boy is there a lot of stuff flying about. The most important thing for you to do is kill the big lump of stuff on the ground. To take him (or her) out, aim for the puckered hole in the centre of the body, the bit all those large bullets are coming from. There, it's not that difficult is it?

CKS DEPT.





Forgotten Worlds

Still stuck in Forgotten Worlds? Here's a super map put together by the boys at US Gold.







Things are starting to get a bit busy here. There's a missile launcher firing all kinds of things at you, which isn't too much of a problem. Look out for those two large pieces of machinery suspended in the air in front of you, because you can be sure that the moment you fly under them, they're gonna come crashing down on top of you. Don't say I didn't warn you.

DIRTY TRI



DIRTY TRICKS ANALYSIS: RUN THE GAUNTLET

One of the new biggies from Ocean Software. Yes, it's the multi-load. Yes. It looks a smite like a Codemasters game in places and yes, it is great fun. But you probably know that already. What you don't know yet is that the Dirty Tricks Department is about to let the cat out of the bag and tell you what to do and where to do it, so shape up or ship out!

There's a map of the whole section to help you out too.

SECTION A: THE HILL

This section is a total killer. One of the very first problems you will come across, is trying to get the hang of those ruddy stupid controls. You have to keep the fire key down and then bang the left and right keys to get your man to charge up the screen. It's all too easy to forget that in order to get your chap to move either to the left or right and avoid objects, you have to then release the fire key, hence losing speed.

Right from the start, try to run up the centre of the screen. Jump over the first log and run to the left to avoid the 'Run the Gauntlet' sign. You cannot avoid the next sign, so jump over it. Then lob yourself over the next log and leg it through the mud. Try to press left and right in a rhythmic pattern so that you can achieve max speed when in the water. Once out of the mud, charge over the rough ground, making sure you keep to the centre of the screen. This is because you are about to leg it across a set of logs and by far the easiest route, and one which will avoid the dreaded water cannon, is the centre log.

Jump over the next 'Ocean' sign – don't try to avoid it by running over to the side of the screen as you will only end up getting stuck. If you do get stuck you will lose both time and energy, so don't do it pal. Leg it through the next mud bath, across the centre log that follows and up the climbing frame to the end. Simple really. but maybe not.

SECTION B: WATER SPORTS

Roughly all the water sections, whether they involve the hovercraft, the speedboats, or the inflatables are somewhat similar. You have to charge around a set course within the specified time limit if you want to score points and qualify. If you are controlling the jet skis, try not to open the throttle straight away – you'll end up helplessly out of control and probably will crash into some island, costing you precious time. Instead, keep an eye on the map in the top right hand corner of the screen and note the route that you are supposed to take. To combine controling the craft and looking at the map at the same time may take a bit of practice, but the more you play the game, the more familiar you will become with the course.

Buoys positioned in the water are only really there to give you something to collide your craft into and so can be quite confusing if you are tempted to try to swerve in and out of them! Instead watch out for the main marker buoy – that's the one with the gigantic arrow on top. This tells you which direction you are supposed to go next, so that you don't need to look at the map.



CKS DEPT.



SECTION C: LAND BASED TRACKS

These include the buggies and quads. If you are going to get anywhere near completing one of these levels, you'll need to know where the explosions are going to occur – they appear at the same positions on the tracks on each lap and if you get in their way, then you'll be knocked out of the running.

The only other problem you may encounter on one of these tracks is that you may well collide into the pacer vehicles which literally bomb it around. Watch out for them appearing from behind, especially at tight corners, where your visibility is limited. If you are a well-dudey driver, then the pacers should not present too much hassle until you try to lap 'em!

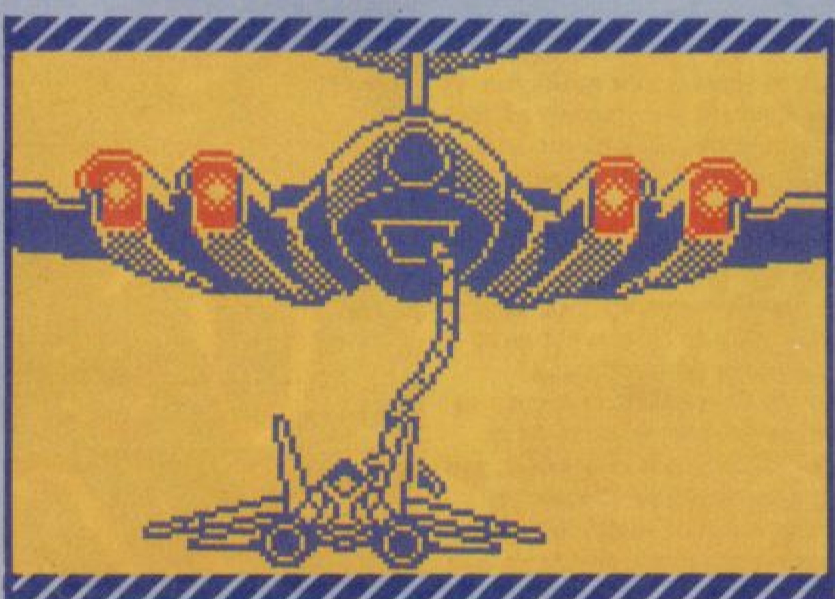
BRONZE STARS

This month's best players and prime movers firmly stick with established titles. Robocop **and** Op Wolf **are the games of the moment. If you can crack these scores, let us know**

ROBOCOP	653,299	Scott Wilson
OPERATION WOLF	1,298,950	Scott Wilson
OPERATION WOLF	206,090	Warren Hibberd
OPERATION WOLF	204,769	Cameron Rock
DEVIANTS	550,560	Craig Hawkins
R-TYPE	114,600	Craig Hawkins
OPERATION WOLF	408,850	Marcus Oakley
AFTERBURNER	5,116,630	Vee Tingli (honest)
BUBBLE BURNER	991,230	Gary Ferrier
ROBOCOP	Completed	Gary Ferrier
AFTERBURNER	31,180,990	Gary Ferrier
BATMAN 2	Completed	Darren Rea









DIRTY TRICKS DEPT.



If you've got maps, pokes or cheats you want printed in forthcoming issues of Dirty Tricks, send them in to "Dirty Tricks Dept., Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU



DOUBLE DRAGON

POKE 37693,0; Lives level 1
POKE 37815,0; Lives level 2
POKE 37813,0; Lives level 3a
POKE 37794,0; Lives level 3b

GUERILLA WAR 128K

POKE 40872,0; Lives
POKE 48010,0; No enemies

OPERATION WOLF

POKE 40756,183; Grenades
POKE 40840,0; Lives





DIRTY TRICKS – R-TYPE

Still faffing about with R-Type **even though we've given you the map? Well here are some final tips to get you cracking, or at least playing the game . . .**

In level one, shoot all the eyeballs first and then release the pod at the monster's head when it appears. Keep firing until it is destroyed. Level two will find your craft confronted by the guardian. Before you reach him, ensure the pod is placed at back of R-9. Keep firing at the growth that will appear from time to time but avoid the snake. In level 3, you will have to beam up to shoot any of the mother ship's defences as it will take a fair while to blast if you make use of the normal laser. Ensure that you destroy the engine as this will stop the craft launching fireballs at you. When you reach the vulnerable spot at the top of the mother ship, ensure that the pod is placed behind R-9 and then release it to attack the mother ship at its weakest point. Level 4; make sure you have the helix lasers, as the guardian in the level splits into three separate ships. It will then move slowly towards you, trying to collide with your craft. The only way to destroy it is to blow out each of the blue docking ports on each ship.

In level five just keep beaming up to wards the centre of the asteroid guardian, but keep a careful watch out as it spews out parts of itself when hit. At the start of level 6, put the pod to the back of R-9 and head around to the niche. Move the pod into the niche and fire continuously. When the guardian crawls up the wall towards your craft, beam up and blast its eye open.

Level 7 is really simple; just keep beaming up at the blue eye of the guardian until it destroys itself through the pain. Finally, in level 8 you will come face to face with the boss, Bydo. To destroy him all you have to do is keep evading his missiles by dodging down to the bottom left of the playing screen and then when Bydo opens his jaws let rip with the helix-lasers.





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TAS-SIGN	TAS-SIGN Cassette £19.95	TAS-SIGN Disc £24.95
MASTERFILE PLUS THREE	NOT AVAILABLE	MASTERFILE PLUS THREE Disc £24.95
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SUN NEWS



A BIG DROP IN THE OCEAN

By our 'I know a bargain when I see one' Correspondent



After months, if not years, of speculation, Ocean has finally launched a budget label, Hit Squad. Following the lead set by Mastertronic, the games will be priced at £2.99.

Designed to exploit the huge success of Ocean's back-catalogue, the label will face stiff competition from Mastertronic, Codemasters and other budget labels, but with top titles such as **Rambo, Daley Thompson's Decathlon** and **Enduro Racer** in the first batch of releases, Hit squad will have the advantage of featuring well-known titles.

Label manager Pat Cavanagh revealed in an exclusive in-depth interview (well, we phoned her up this morning) that future titles include **Green Beret, Wizball, Hypersports, Batman, Arkanoid** and **Head Over Heels.** "We'll be sticking to the schedule of three games a month for the moment, and featuring only Ocean titles. Some of them have appeared on compilations, but this is the first time any of them have appeared alone on Budget," she twinkled. Hit Squad games will be available through all the normal Ocean retail outlets from the end of May.

Hello boys and girl! (I know there's one girl who reads the mag, her name's Tracy Palethorpe and she live in Uttoxeter, well I suppose someone has to. My sis Waynetta won't read it, she says she doesn't want to read any pooey old magazine that I'M in, but I say she's just jealous 'cos Cosmopolitan wouldn't publish her article on "My Favourite Bogies".)

Anyway, where was I, yes, hello and welcome to the Wayne Headlines, where even as we speak I'm still quivering with excitement at the visit of Gary Lineker, and that was weeks ago. I'm hoping we gan get Ian Botham or Daley Thompson in next, I've promised to make them a cup of my very best tea, so stiff you can stand the spoon up in it. But my very bestest wish is that we could get Timmy Mallet to visit us, he's so zany and off-the-wall he makes Billy Graham look like, er, Caligula. Perhaps he'd give me a T-shirt or bash me on the head with his mallet, though that wouldn't be as good as being bashed with Jim's SPECIAL mallet, the one with the nail in it. Anyway, as you'll see from this

IMAGEWORKS SIGN ANT

By our 'How do you pronounce Taglione?' Correspondent

Beaming Mirrorsoft boss Peter Bilotta has signed up hot programming duo Anthony Taglione and Pete James, and he didn't do it just to be nice. He had his eye on their forthcoming fantasy role-playing game Bloodwyche, **which is previewed elsewhere in this issue.**

Taglione and James are best known for their work on the ill-fated Starlight software label, which produced minor hits like **Red L.E.D.** and **Deathscape. Bloodwyche** is a complete departure; a split screen two-player RPG with certain similarities to Mirrorsoft's big hit **Dungeon Master.**

The signing was announced at a Mirrorsoft promotion in Amsterdam (that's in Holland), and though 16-bit versions will be launched first, the Spectrum and other eight-bit versions are due, er, after.

Taglione and James are probably very nice boys, not the night-stalking weirdies their portrait seems to indicate, while Peter Bilotta commented "As **Bloodwyche** has progressed we have become more and more convinced that it will be a classic . . ." blah blah blah. Cathy Campos is 21 (she tells us).

PSYGNOSIS GETS FIZZY

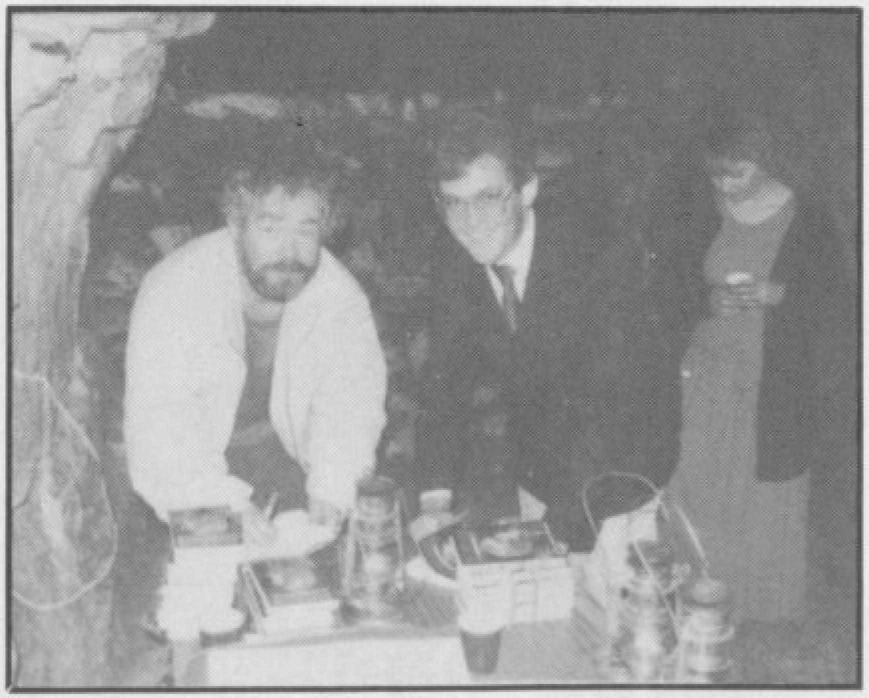
By our 'No thanks it makes me burp' Correspondent

In a world-shaking announcement, top 16-bit games label Psygnosis has launched its first title for the Spectrum. Ah, but, you say, hasn't Barbarian **already appeared on the Spectrum? Yes, but that was licensed to Mastertronic, and now Psygnosis have decided to go it alone, so be quiet.**

The first title is **Captain Fizz Meets the Balster-Irons,** and it's appearing on the Psyclapse label at £9.99.

Captain Fizz is a maze-type game featuring simultaneous two-player action, split screen views, twenty levels, and, on the sixteen-bit versions, a thumping good soundtrack. Your aim is to destroy alien Blaster-Trons as you fight your way to the central computer, collecting keys, armour and weapons along the way. Sounds revolutionary, doesn't it?

New-style packaging and a Roger Dean logo will get the game off to a good start when it's launched in June.



AUDIOGENIC IN BOOK SIGNING NON-SHOCK

By our 'Not Very Surprised' Correspondent

Here we have a charming picture of the handsome Joe Dever and his co-author John Grant of Lone Wolf **fame. Here they are looking lovely and signing two copies of their latest book, which, coincidentally, we will be giving away in the the very next issue of Ver Mag.**

issue I'm becoming more and more popular; thousands of you have written in with suggestions as to what you'd like to do to me; Jim won't let me see the letters, he goes into a corner with Alison and gigles over them, but he says thay all have nice ideas in them and he'll be going out to buy the equipment to put them into practice. What you can get from WH Smith Do-it-All Power Tools Department I can't imagine.

Anyoldhow, IF you want to see JUST how to get REELY POPULAR like me, turn to Wayne's Popularity Game in the centre pages, well, they would be the centre pages if Jim hadn't stuck this mouldy old poser over it. Anyway, pull the poster out, and you'll find you can play a great game by cutting a slit through the shark's mouth, holding the poster in front of your face, sticking your tongue through the slit and saying "How's that for a sardine sandwich!?!" (WHA . . . ? – JD).

Then you can play the game, which is fab and features ME. It's the first of a whole series of Wayne games like Wanopoly, Scrabwayne, Tiwayne Pursuit and Mike Reid's Wayne Quiz, all of which will be appearing in future issues of SU *(No they won't – AS).*

I'm off now for a game with my smashing new Spectrum light gun. Jim says you have to play with it in complete darkness. I can understand that but I don't know why it has to be plugged into the mains, or why there are bare wires sticking out of the end. Anyway, Jim says the special modifications he's made will make it much more fun, and next month I'll tell you all about how I got on. (No he won't – JD).

COMPETITION

RUMBLE



SQUEAK!!

Rumble rumble boom! No, it's not Tim after an especially indulgent evening in the Ghandi Indian Restaurant (reasonable rates, party bookings, wide selection of lagers). It's a whopping great TANK wot we're giving away in celebration of CDS Software's Tank Attack.

A corking game and a corking prize, Now, as tanks go, the prizes up for grabs here are pretty damned saucy.

FIRST PRIZE is a West German Flakpanzer Lepard remote control tank with full radio control worth a stonking £250. We have been informed by our resident air force lunatic Commander Thomas Glenister that this very tank is an anti aircraft version of a Leopard (that's a plane not a jungly moggy) and that it can cruise along at a whizzy 40 mph. Well the real thing can, you'll have to be ruddy speedy to make our one go quite so fast.

RUNNERS UP PRIZES are five British Challenger Tank kits worth £12 each. What thrilling facts has Mad Uncle Tom got on this one then? "Well, this specimen is the most recent development of the Chieftain. It now has a better engine with a 120 mm gun and completely brilliant armour which can withstand a nuclear bomb." (Er yes very interesting, now go away – JD).

What you have to do:

Answer the questions below and send you coupon to "Give me that tank NOW!", SU, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date 30th June.

1. **What is the calibre of the gun carried by the British Chieftain tank? Is it:**
   a) 3 mm b) 7453.02 mm c) 120 mm
2. **What does the abbreviation A.P.C. stand for? Is it:**
   a) A perky cup cake b) Apples pears cabbages c) Armoured Personnel Carrier
3. **What is the German word for tank? Is it:**
   a) Volkswagen b) Tank c) Panzerkampfwagen

Answers: 1) 2) 3)

Name...

Address...

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EMAP and CDS staff may not enter this competition and that's final. Closing date 30th June.



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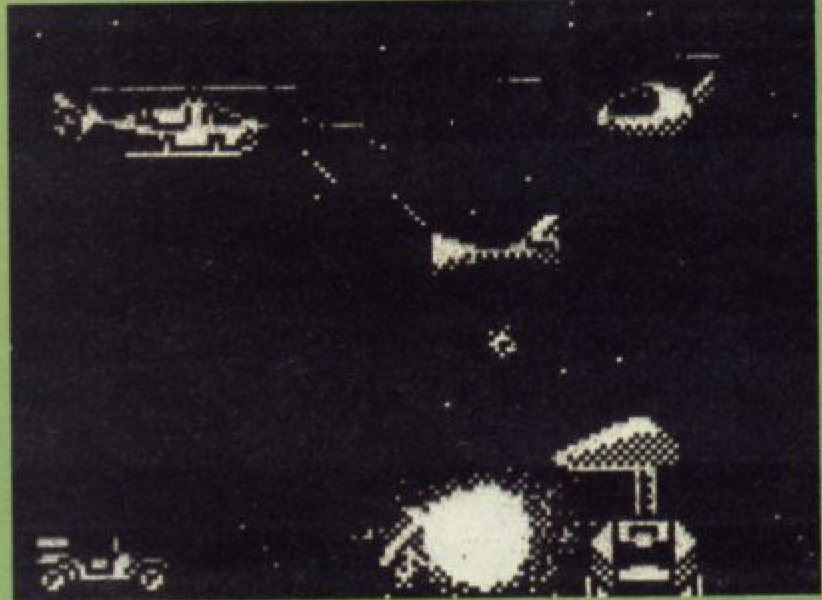
SILKW



Wooooow! Reactionary or what! Silkworm involves so much killing that I'm almost ashamed to tell you how great it is.

Look at the ingredients; Two players (one in a jeep and one in helicopter) a million enemy soldiers in tanks, helicopters, planes and gunships, power-up options and continual blasting action.

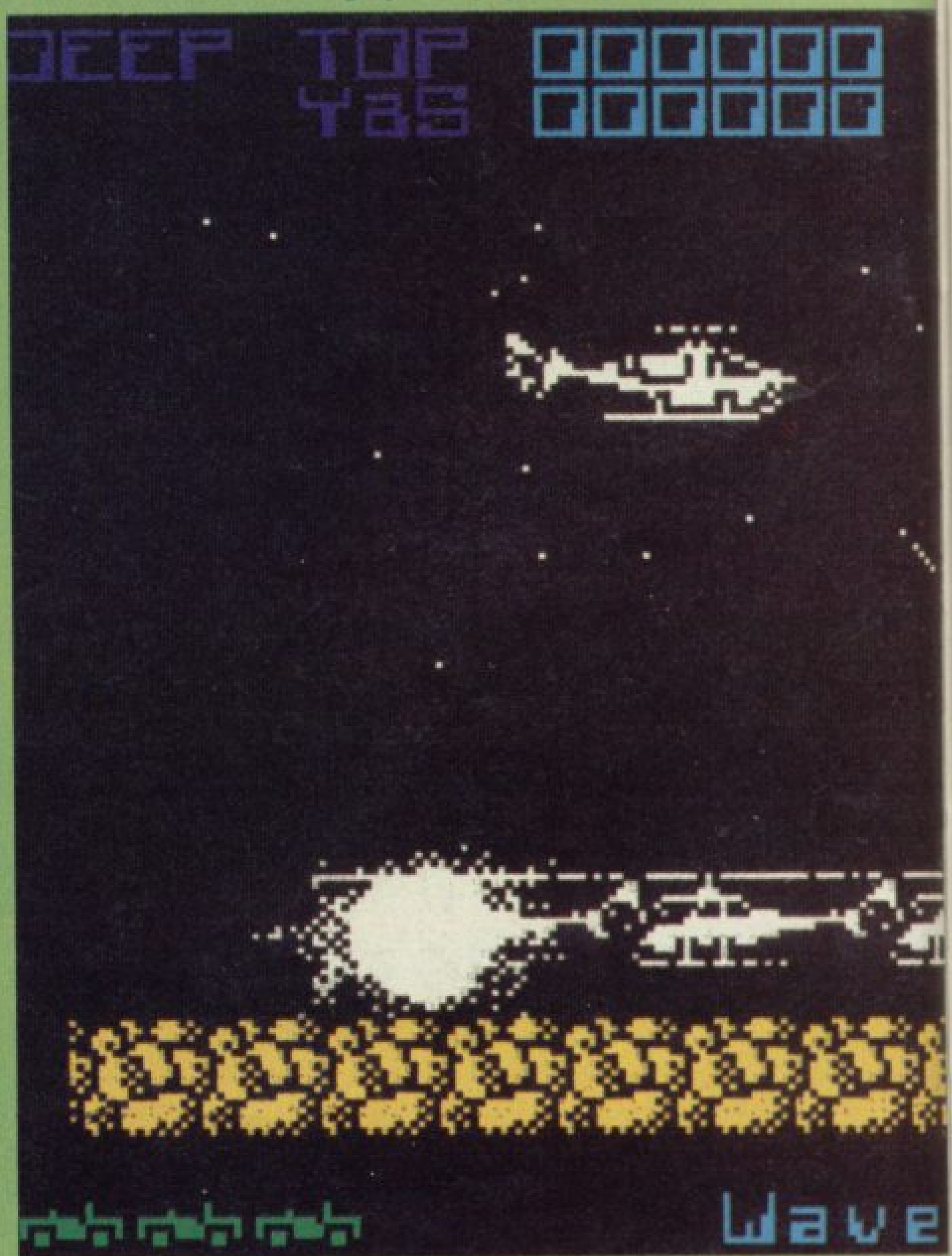
While Silkworm is a largely frills-

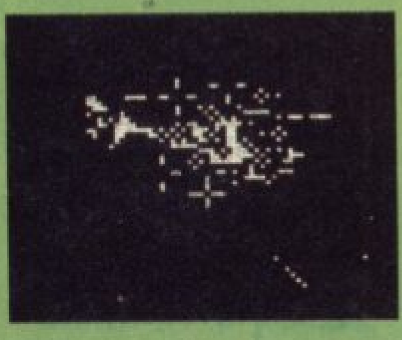


free affair; not much colour, no complex bonus stages, its pitch of difficulty and sheer scale and escalation of violence make it stand out from the crowd of sideways scrolling shoot-outs.

The feeling of teamwork is really strong. You can make it on your own (fnar) but it's not easy. Half of the fun of the game is working out a strategy and setting up the chopper and the jeep in the most effective positions. I found it most useful to fly the chopper about half way up the screen, slightly ahead of the jeep. This way mines on the floor can be shot out. While the jeep can jump them, it becomes vulnerable to shots from enemy helicopters all the time it's airborne.

Each vehicle behaves in a slightly different way. Obviously the helicopter is in the air (yes, really) so its prime function is taking out squadrons appearing in the top right hand corner of the screen and providing cover for the jeep. Since its downward fire is quite limited, the jeep's task is to shoot out





ground-to-air missile launchers. So far as I could tell, the helicopter gets a slightly better deal, since it can fend for itself to better effect than the jeep. Especially gung-ho and ruthless players will be able to exploit the defence offered by the jeep while hardly returning any support, thus scoring more points by concentrating on high-point-values enemies.

After a specific point, you'll be awarded a double-up token which will enhance your firepower, making the next attack more plausible.

After each wave of escalating carnage you'll encounter two end-of-level bad guys.

The first is a strange metal



metamorphose affair which assembles itself before you eyes and then drifts around the screen blasting away like a demon. This guy is so heavily armoured only strategic shots from underneath will affect him. If you've lost the jeep by this point, you're in trouble.

The second is simply huge. No, sorry. HUGE! He takes up about half of the screen and fires



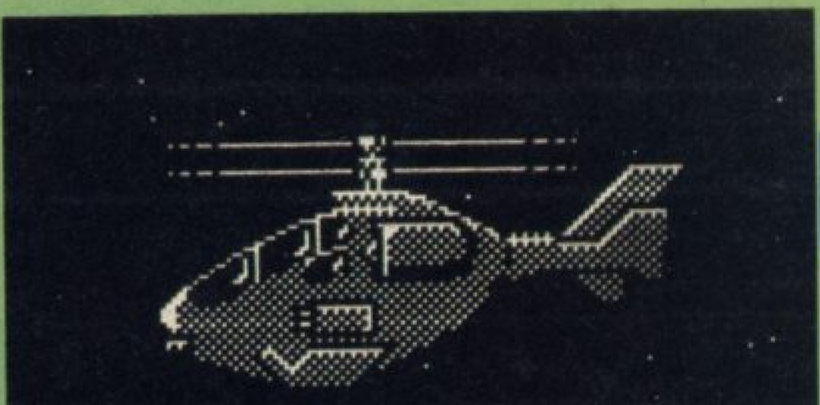
bouncing bombs at the jeep and a continual stream of rockets at the chopper. If you beat this boy, you can be proud of yourself.

While it's easy to level lots of criticisms at Silkworm. Lots of the graphics are similar and it's true that, for the most part, the gameplay is pretty samey. However, it's easy to get going. Nothing complex or convoluted to get to grips with and the difficulty level is pitched perfectly.

The only problem is that if you are going to be successful, you really do need two players.

Aside from this, it's perfect. Tight, crisp and polished combat, a real feeling of teamwork and high-speed action. A Classic■

SINCLAIR USER CLASSIC



HINTS AND TIPS

- ★ Work as a team! You won't get far on your own.
- ★ Experiment with the positions of both vehicles. You can tweak your angle of fire to the optimum degree, offering better protection.
- ★ Always prepare an escape route for yourself – your partner may lost concentration or get killed and you'll be left with no cover.
- ★ Most of the big craft have weak points. They'll buy it quicker if you can find them.

ARCADE REVIEW

FAX BOX

SILKWORM *Label:* ***Mastertronic*** *Author:* ***Sales Curve*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
80	60
88	86
PLAYABILITY	LAST ABILITY

Fantastic team-blast! Superb.

Reviewer: Jim Douglas

OVERALL **86**

10 20 30 40 50 60 70 80 90

GAMES REVIEW!



Super Scramble Simulator





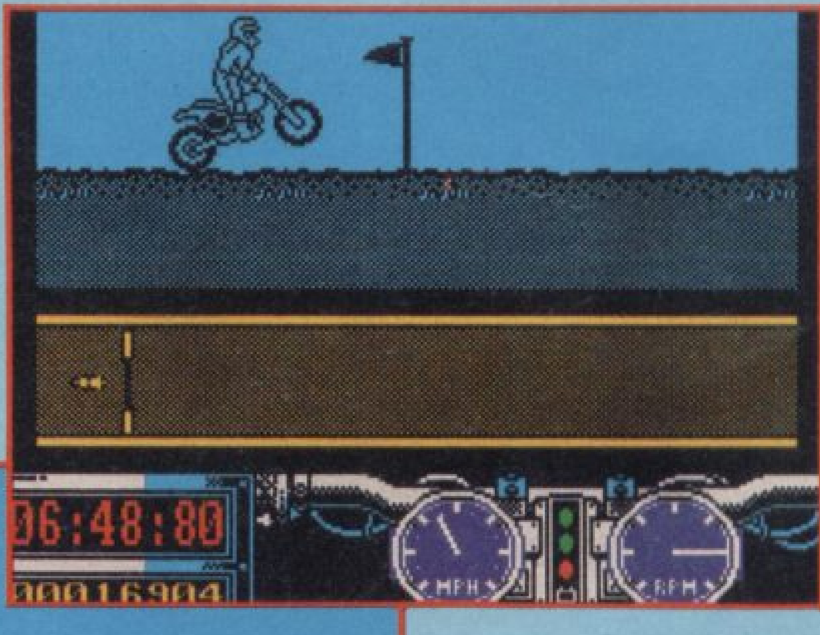
Something tells me I'm going to have a bit of trouble starting this review. What incredible piece of journalism can I use to grab the reader's attention? How can I begin this page with something amusing, yet captivating? Ah, I know! Did you notice that all the words in the title Super Scramble Simulator **begin with the letter S?**

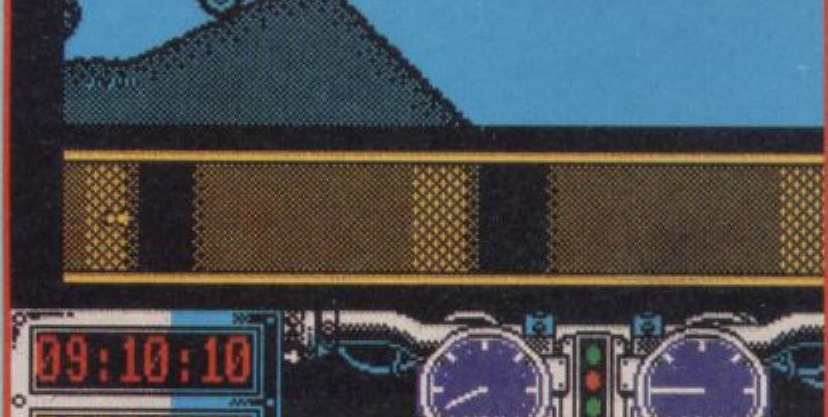
I think that did the job, now on with the review. SSS **(see?) is a brilliant product from Gremlin that lets you experience all the thrills and spills riding an off-road bike through nine levels of increasing difficulty against the clock. That'll keep even the most ardent rap fan busy.**

The word for today is detail. Detail. SSS **is full of it (so are you, Tone!), in both controls and graphics. I think for the younger Spectrum owners, the controls might just cause a bit of a problem. Up and down move you left and right on the overhead view (more later) while left and right make you accellerate and brake. Fire with the joystick centred makes you duck. Fire and right lift your front wheel and fire and left lift your back wheel. Fire and up changes up a gear gear and down changes down. Simple.**

So, why all these controls? Well, lifting the front and back wheel comes into use when mounting obstacles like logs and things. Speed is used in the same way as Kickstart. **You have to move slowly on some obstacles. Gears are used to keep the revs as high as possible when climbing steep slopes and on the later tracks there are poles you have to duck under.**

The graphics are pretty darn fab. The star point of the visual side is the animation of the main sprite. It's big and realistic. A lot of work has gone into sticking as many frames as possible into the bike animation, which probably explains why there's little else in the way of actually moving things in the game. Apart





from the scrolling. The scrolling is pretty impressive, even though it does lack the parallax that made me sit up and go cor, the first time I saw it (on another machine).

Now, the left and right bit of which I spoke earlier. Just below the main screen is a plan view of the track of which you are currently racing on. Unlike Kickstart, **not only do you now have to worry about getting onto and over the obstacles, you have to line yourself up and that can be tricky sometimes when an obstacle follows another closely and they're on opposite sides of the track.**

Still, difficulty is a game's strongest point (are you sure about this one Tony? – JD) and SSS **is fairly difficult at first. Still, once you've mastered the controls, it becomes a little more playable. I was surprised at how quickly I finished the game. You see, the problem comes when you mess up an obstacle three times. The computer quite nicely gives you a helping hand and moves you along an obstacle.**

Super Scramble **is a corker. It's got fab graphics, there's precise control over the bike and you can continually develop tactics and tricks to get through the course more quickly■**

ARCADE ★ REVIEW

FAX BOX

SUPER SCRAMBLE SIMULATOR *Label:* ***Gremlin*** *Author:* ***Magnetic Fields*** *Price:* ***£9.99/£14.99 disk*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
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Reviewer: Tony Dillon

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ALISON SKEAT FAN CLUB CORNER

Hello Wayne, this is the ALISON SKEAT appreciation society (and about time too – AS).

I just phoned to say I love you, Alison Skeat. I just called to say how much I care. Anyway, get to the point. How many pictures of Al was there? We want more! Oh yeah, could you please send me an autographed picture of Alison Skeat please. The mag is the best, the bear is the bestest in the world and Alison Skeat is beautiful.
The Alison Skeat Fan Club
No Address Supplied

● WAYNE SAYS: AAAAH. YOU'VE MADE ALISON GO ALL RED. BUT ON A MORE SERIOUS NOTE, I'M AFRAID I'M GOING TO HAVE TO GET TOUGH ON THIS ONE. I AM THE ALISON SKEAT FAN CLUB, NOT YOU. IF ANYONE ELSE WRITES IN TRYING TO STEAL AL FROM MY ATTENTIONS (I THINK SHE MIGHT GO FOR ME) I'LL GET MAD. SO MAD I MIGHT EVEN SAY SOMETHING.

Solutions Corner

Well done SU, another great adventure. **Behind Closed Doors** on Megatape 15. Anybody who wants to complete the game by themselves better skip the page because here comes the solution. Stand up * Pull up pants * Examine right wall * Get nail * Unfold newspaper * Slide newspaper * Unbend nail * Insert nail * Pull newspaper * Get key * Unlock door and then you've done it.
Darren Goldthorpe
Nr Barnsley

● WAYNE SAYS: TA DARREN, I'VE BEEN TRYING TO FINISH THAT FOR AGES. JIM DID IT STRAIGHT AWAY, BUT HE WOULDN'T TELL ME HOW. THAT SAID, I'M SURE HE LIKES ME REALLY (NO I DON'T – JD).

Ha, fooled you

Dear Wayne, I do not believe you went and got rid of Kami and got this stupid replacement who is a soppy dim wit. I am warning you **Sinclair User**, if you do not get Kami back and fast, there are going to be some fireworks at your office, and they won't be the nice type either. Well, now that is out of the way, I would like to say something and that is I have found one thing to complain about. There is nothing to complain about. (Ha, fooled you, you thought I was going to say that your mag was rubbish didn't you!) Well, got to go now, bye.
Paul Pickering
Clayhall

● WAYNE SAYS: GOSH, WHAT A SUPER TRICK. YOU HAD ME FOOLED FOR A MOMENT. OH, AND DON'T WORRY, THE SOPPY DIM WIT HAS GONE, I'M HERE NOW.

Rap Corner (well sort of)

Dear all, Yo, I'm askin you to chill while you rap this letter,
Once you have finished you will fell much better.
This letter it is so cool,
So read it, don't be a fool.
Firstly I would like to say,
I read SU every night and day.
So secondly I would like to ask,
Does Dillon wear his glasses as a mask.
If he does tell him it doesn't work,
He just looks like a silly berk.
Even though Dillon is one of my idols,
Cos he reviews all the top titles.
He reviews many more than Chris and Jim,
But I suppose that's up to him.
He's into heavy metal and all that crap,
But personally I am into rap.
So to finish off my ode to Dillon,
I'm tellin' the SU team to keep Chillin.
(Oh good grief – the whole world).
MC Andrew Moore
Scotland

● DJ ROCKMASTER BASS FUNK AC-DC WITH SOUL ON DA HOUSE-LEADER WAYNE SAYS: COR, YOU MAKE IT LOOK SO EASY. I'VE WRITTEN A RAP TOO. HERE IT IS:
ANDREW MOORE IS REALLY COOL,
HE IS A BRILLIANT GUY AS WELL.
JIM REALLY LIKES ME, YES HE DOES,
WHO'S IN THE HOUSE
ROCKING WITH THE MASTER PLAN
I'D RATHER JACK.
NO TONY NOT THE FACE, I DIDN'T MEAN IT.
HEEEEELLP!

Now pay attention

Dear SU, You have a mega, brill, ultra zippy, fantastic mag, grovel, grovel. Your magazine has everything that everybody who owns a Speccy wants (apart from some idiots who read YS), reviews, previews, write in pages etc etc but if you don't mind me saying so there's one thing that you haven't got, that's somewhere to send your megatapes to if they don't work. Could you please try and do this, because if a game doesn't work, you feel like having a nervous breakdown and either wanting to inject yourself with something (don't do this kids – SU) or even worse, reading Y*** S*******!! So would you please include this in your mag.
Paul Johnson
Wakefield

● WAYNE SAYS: FOR SOMEBODY WHO READS THE MAGAZINE ALL THE TIME, YOU MISS OUT ON QUITE A BIT. WE DO HAVE PLACES TO SEND THE TAPES TO, AND OUT OF THE KINDNESS OF MY HEART, I'LL TELL YOU AGAIN. FOR THE LAST TIME.

TAPES 8, 12, 14, 15, 16 GO TO: INTERCEPTOR, UNIT 6, MERCURY HOUSE, CALLEVA PARK, ALDERMASTON, BERKS RG7 4RW.

TAPES 7, 9, 10, 11, 13 GO TO: SPOOL, FIRST AVENUE, DEESIDE INDUSTRIAL PARK, CLYWD CH1 2NU

Berilliant

Dear SU, You are such a fab mag I'm not surprised you put a brilliant game on Megatape 15 which of course was **Premier League**. I have spent hours of fun on it and found out something that'll no doubt win you the league everytime you finish a season. Here goes: First put in the normal info, manager's name, skill level and if you have a printer. Then when the main menu appears type in (5)



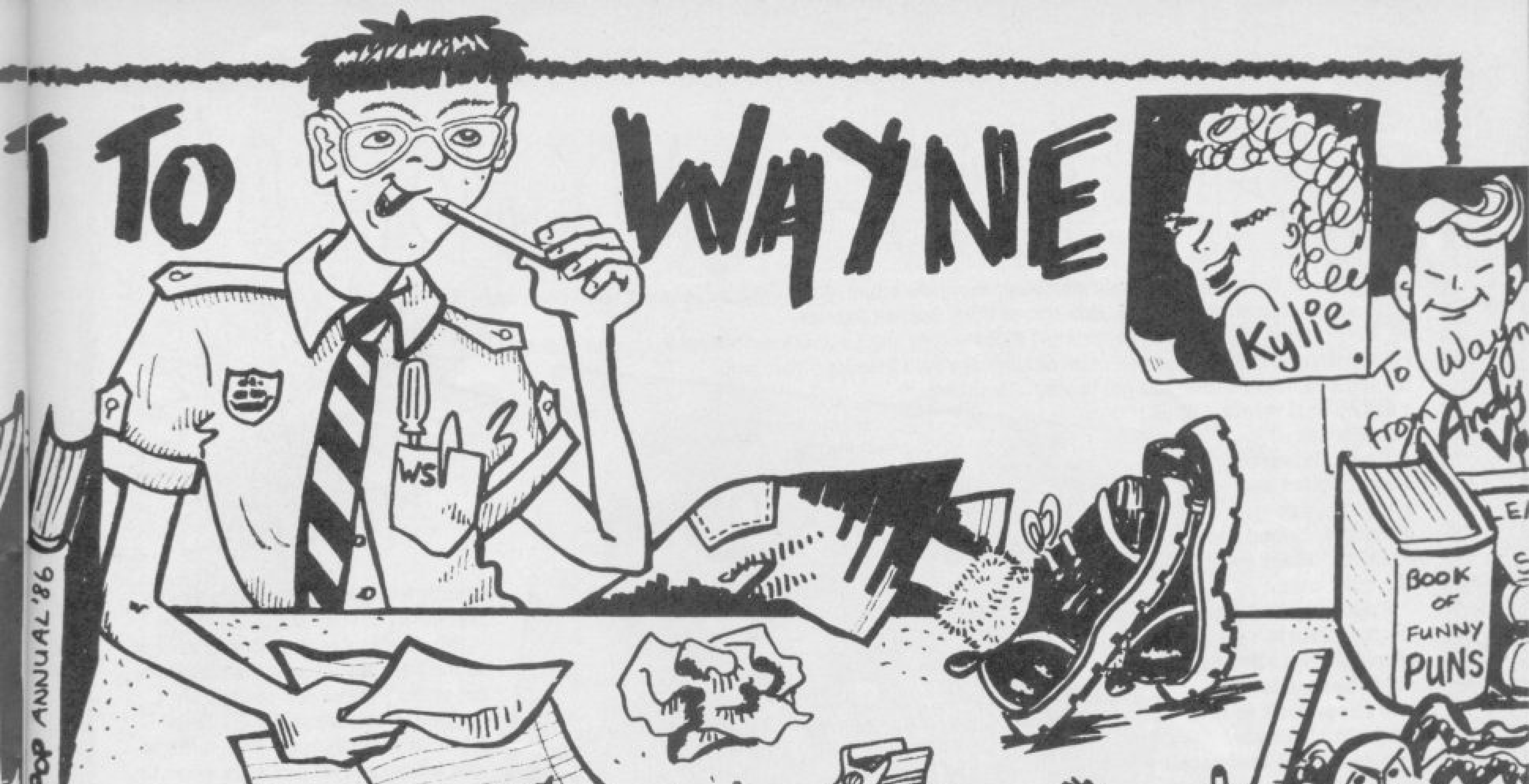
Everton (or (2) Arsenal or whatever) on the same line it should then come up with nonsense in BASIC 4:1. Then type in 4590 LET buy = 1:LET money=money+p:GOTO 4970. Now press ENTER. Type RUN, press ENTER. You'll now go back to the beginning but it will be different. When you buy a player, instead of losing the money that you bid for the player, you gain it which means you can get all the best players without losing a penny. Isn't that brilliant?
Liam "Brilliant" John
Cardiff



● WAYNE SAYS: GOSH YOU ARE CLEVER, OR SHOULD I SAY BRILLIANT? IS THAT WHAT YOU CALL MACHINE CODE PROGRAMMING?

I love SU

Yo Kami! I've got all 15 megatapes and all 40 poke cards. I've collected every SU since November '85. 42 issues and SU is still as superb as ever. Never have I won a competition or had a letter printed so please, please print this one. The posters are megacool. I've got them ¾ of the way round my room now, so keep going and bring back the hip, fab, trendy poke cards. The tapes are great, **Escape** was brill although easy to complete and I'm sure **Behind Closed Doors** would have been good but my tape didn't work. Get rid





Now the Bear has gone he has been replaced, hopefully temporarily, by trainee super journo Wayne Smedley (sorry foks, we know he's abit of a spaz). So now here's your chance to write and tell what makes you angry or happy, let us in on some of your secrets, tell us what you and your mates are up to. Or if you like you can just slag Wayne off, he doesn't mind (no chaps, I don't mind – WS) . . . we told you he was a spaz didn't we?

Send your letters to "Wayne you are a divvy", SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

of that Sloth and Lionel and bring back Kami!
Alastair Foster
Dundee

● ***PHEW! HOW CAN WE HOPE TO FIGHT AGAINST SUCH A STRONG WIND OF APPRECIATION. THANK YOU VERY, VERY MUCH FOR NOT ASKING TO GET RID OF ME. CAN I COME AND SEE YOUR ROOM, SOUNDS GREAT.***

I'm not very happy

Dear Bear, I'm on strike.

I bought my first Sinclair in about 43 AD, there are still a couple about the house, the kids use them a lot, and we buy SU to see what's going on.

Well the reviews are OK, even if the constant flirtation with violence is nauseating, my six-year-old thinks the humour's infantile and the whole thing's so sloppily edited that you obviously don't take it seriously either.

But sending up poor M Kristofavic from Bratislave is the last straw – I bet his English is better than your Slovak.

From now on anyone in this house who reads SU buys his own copy.
The Revd Malcolm Gribble
Bexleyheath

● ***REPLY FROM THE VERY IMPORTANT ED:***
1) THE CONSTANT FLIRTATION WITH VIOLENCE IS SIMPLY IN KEEPING WITH THE NATURE OF THE GAMES. WHILE WE LOUDLY APPLAUD ANY ORIGINAL GAMES WHICH APPEAR, MOST OF THE TITLES AROUND AT THE MOMENT ARE EITHER LICENCES OF COIN-OPS (WHICH ARE PRETTY VIOLENT BY NATURE – WELL, THE SUCCESSFUL ONES ARE) OR MOVIES. IT'S TRICKY FOR THE GAMES COMPANIES TO PRODUCE ENTIRELY NON-VIOLENT GAMES. WE'D OBVIOUSLY BE FAILING IN OUR JOB TO DESCRIBE THE ATMOSPHERE AND FEEL OF THE GAME IF THE FEELING OF VIOLENCE WASN'T EXPLAINED.
2) SLOPPILY EDITED? 70 EDITORIAL PAGES EVERY MONTH. COUPLE OF TYPOS. COME ON . . .
3) YOUR SIX YEAR OLD IS AN INFANT, ISN'T HE?

Dear SU, Here is a poem I wrote about your magazine.

SU's the best
SU is tops
SU makes all other
Sinclair magazines look
Like plop plops
SU is cool
SU is sweet
SU's better
Than my best
Friend Pete
SU is captain
SU is gear
SU makes all other
Sinclair magazines wet
Themselves with fear
SU is kissy
SU is choice
SU's better
Than that George
Michael's voice
SU is fabby
SU is mega
SU makes another
Sinclair magazines look
Like a silly beggar
SU is brillo
SU is licky
SU is better
Than something nice
And sweet and sticky
LONG LIVE SU!
SU IS FABULOUS

I hope you like it
Yours rhymingly
Gaz Smith
Ilford, Essex
PS: I buy your magazine every month

I'd like some help!

Dear Wayne, I ordered a copy of 'Easy-Cobol IV' from RJTCH Computer Supplies Ltd in the classified section of the August 1983 issue of Sinclair User and after waiting more than 15324 days it had still not arrived. I wrote to RJTCH on several occasions (I enclose photocopies of the letters together with recorded delivery forms) but did not once receive a reply. Please could you tell what has happened. If not, could you please recommend an alternative Lattice C disassembly package for the 16K Spectrum with Multiface 1?

By the way, whatever happened to Program Printout? I have just noticed there are no more listings. I used to glean particular enjoyment from typing them in, and my all-time favourites are **Astro Battle, Mr Munch** and **Space Rings** (remember those?)
Cyril Snead
Berwick-upon-Tweed

● ***I'M NOT QUITE SURE HOW TO REPLY TO YOUR LETTER CYRIL BECAUSE I THINK YOU'RE MAYBE A LITTLE BIT TOO HAPPENING FOR OUR READERS – YOU REALLY DO KNOW HOW TO HAVE A GOOD TIME. MAYBE I COULD COME TO YOUR HOUSE FOR TEA ONE DAY?***

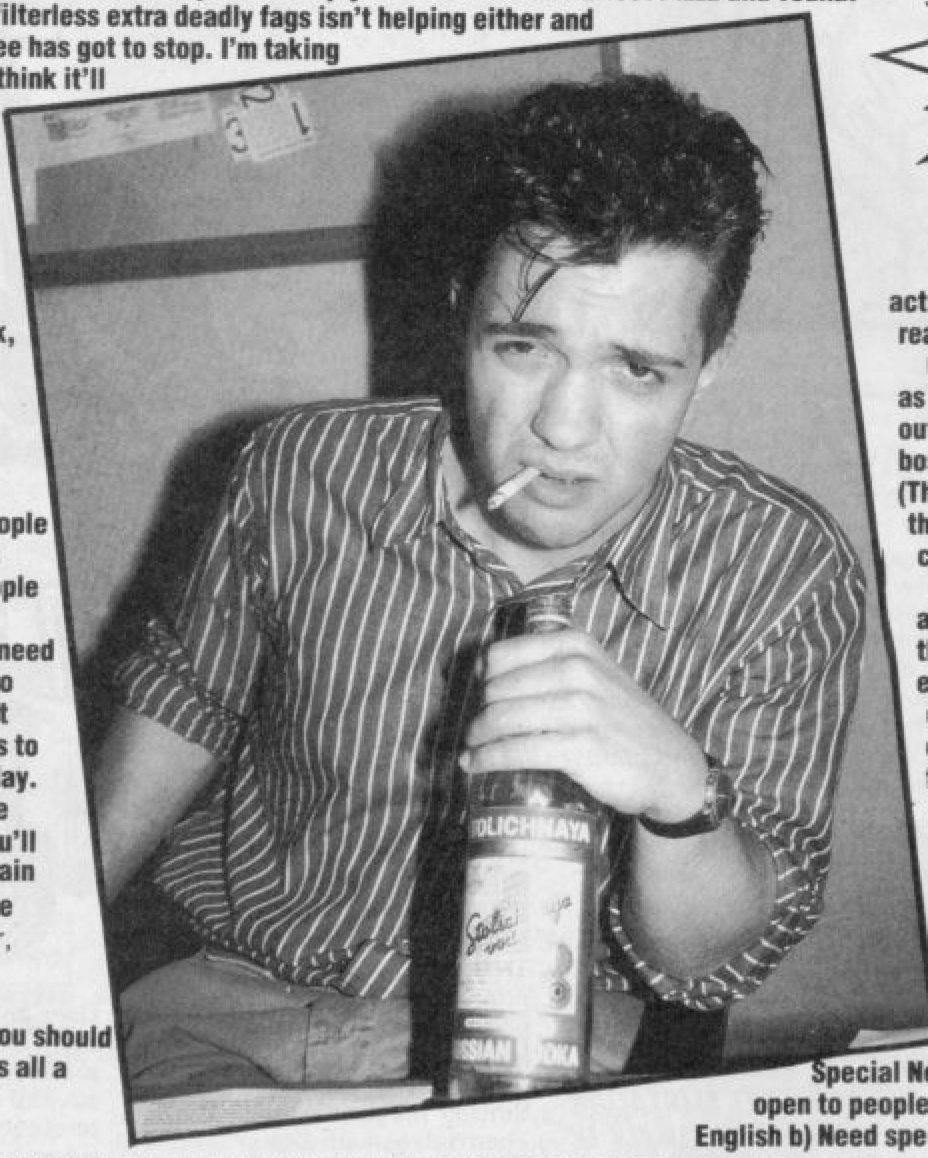
"I CAN'T STAND IT ANY MORE!!!!!!!"

BE THE ED FOR A DAY

Although the words were only mumbled, everyone heard. Jaws dropped, phones were hung up. Surely it couldn't be right. This sort of thing doesn't happen.

"I need a break. The doctors say that I simply can't survive on Perfect Pizza and vodka. Four cartons of Camel filterless extra deadly fags isn't helping either and the Ultra-Caffeine coffee has got to stop. I'm taking a day off next month. I think it'll be a Thursday."

Panic. Desperate moves. Coffee was made. Jim was pampered, nursed and cuddled. "Thank you!" The team cried.



Bloody ingrates. Look, I'm desperate to take a couple of days off and I need someone to make sure things don't go to seed when I'm away. I figure that the best people to make sure the mag is looked after are the people who read it. And that's where you come in. We need 10 READERS to come into the office and prove that they've got what it takes to edit Sinclair User for a day. You'll be treated to more Coke and crisps) and you'll have the chance to explain what you think should be done with Sinclair User, **what you reckon on the new software and how many people you think you should sack in an afternoon. It's all a big laugh actually and you won't need to do any real work (just like me).**

Once we've decided who stands out as the best, we'll throw the other nine out of the window and you can start bossing people about. RIGHT THEN! (This isn't strictly true. We'll write to the winner and let him know when to come in etc).

Just like a real editor you'll be able to steal all the good software that comes into the office, boss everyone around, ring up software companies and be horrible to them and even decide what's going on the front cover! Lawks!

And the best thing about the job is that you won't have to do any of the usual tedious stuff that Editors get roped into. No photocopying. No making the tea. Just stacks and stacks of fun doing not-very-much thankyou.

Special Note: This competition isn't open to people who either a) Can't speak English b) Need special food or complain about E numbers.

What to do:

Take this month's issue, make a couple of scribbly notes like "Cover was very good, Contents colourful, not enough pictures" etc and send it in to: "This Editor's Bit Looks Easy", Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Just like a real Editor we'll pay you in cups of tea and biscuits.

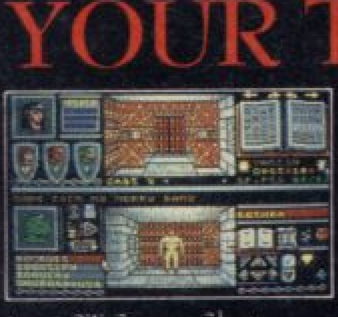
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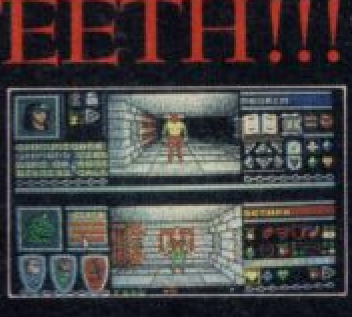
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Notes on Sinclair User: | **Notes on recent Games:** | **Who'd I'd Sack:**



ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!





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As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

WIN A M.I.D

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PHILIPS FCD185 STEREO + 2 CASSETTES + 2 LPS + 2 CDS

20 COPIES OF SILKWORM 20 SILWORM BUGS MUST BE WON!

It's a quiet Sunday morning in Mundania Square. In the neighbouring streets only a cheerful milkman disturbs the peace with his happy whistle. All around the good folk are deep in slumber, subconsciously anticipating the joyous churchiness of the day ahead . . . until . . .

HALLO LONDONNNN! GET A LOAD OF THIIIIIISS! DanannananaanannanaaaNNNaa!

Yup. You've just won our amazing competition to celebrate Virginmastertroniclimitedplc's release of the astounding Silkworn **(this month's cover game – check out the review on page 26) and you're bursting your eardrums everywhere with your prize, the fabbo matt-black electronic sexyness pictured here.**

But hang on. You don't remember entering any competition. What's going on? You wrack your brain. Aah. It's all flooding back. You remember answering the remarkably easy quesitons, cutting out the coupon and sending it off to "I want my neighbours to complain" Competition, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. At the time, of course, you thought you'd never win. You'd been in for compos in the past and you weren't the lucky winner. You even doubted your chances of picking up one of the superb runners up prizes. You nearly didn't enter. Aren't you glad you did?



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TONY

the writ

FOOTBALL MANAGER II

Okay, own up, who let Tony Dillon out of the asylum, because anyone who is at all sane would not give this attempt at a football simulation 20%, let alone 94%.

The games go on for too long and you end up with a score that would look more at home in a cricket match. The colour clash is terrible, the players converge into a massive block of psychedelic colours which become indistinguishable.

Another factor which struck me was the wide, almost endless, choice of players. Doesn't anybody find it difficult to believe Neville Southall, Bryan Robson, Mark Hughes and Gary Lineker all playing for a 4th division team. For something simulating football management this is not very accurate. Most 4th division teams can only just afford beans on toast for an after match meal, let alone a £90,000 player every week.

Dream on Addictive.

Stuart Tipper
Kidderminster

● I can't actually ever remember saying it was accurate. I do remember saying that it was fun though, as well as being a massive improvement on a classic game. By the way, it was Jim who bailed me out. Chuckle chuckle, snigger, snort . . .

ROBOCOP

Robocop is well amazing. On the 128K version he speaks and says, "Robocop" when the game is loaded, and when you finish each level. When you have chosen your controls he says "serve the public trust, protect the innocent, uphold the law". It sounds just like him which is great.

During the game there is well cool music and the sound when the pistol shoots is great. The big gun on level 8 is amazing which blows three men away no bother. All 9 levels are brill but my favourite one is level 5, the drug store.

All levels have great graphics and gameplay. I have completed it six times and still love it.

If you get behind the robot at the end of level 8 you can shoot him with the big gun.

The way he walks is so lifelike. It also follows the film very well. I haven't bought the game yet but have borrowed it, although I intend to buy it.

Mark Elliott
E Yorkshire

● At last, someone who hasn't written in to say after playing Robocop for only three weeks I finished it. Your reviewer must be a spaz. For the information of others, I did finish it quite early into a playing session. The only reason I didn't write that in the review was that I didn't want to spoil the end effect for you all.

JOE BLADE 2

55%!?! Are you a wally Tony? Giving **Joe Blade 2** 55% is the biggest mistake you have made. It deserves a Classic. The load-a-game is cool. The graphics are cool. I would give it 95% for graphics, 35% for sound, 96% for playability and 99% for lastability.

When I got it I kept it in the tape recorder for a week without taking it out. The way the punks blow up is brilliant. Everyone buy this game. It is the best game Players has made.

Miller Crawford
Isle of Arran

● Ha ha, you are all the wallies. The joke's on you! I didn't review it at all, What we were actually doing was running a new artificial intelligence package through a Spectrum and we let it write the review. So it got it a little wrong. No, keep that straitjacket off me!

WEC LE MANS

As soon as I saw your review of **Wec Le Mans** I burned to the shop and bought it. I'm glad you got the review right because I had to con and rip off a lot of people to get the dough (snigger).

91% was a fair mark but where the xxxx was the Classic. I mean it's much better than **Outrun** or **Super Hang-on.** Apart from lack of variety and going around the same track it is great. The graphics are some of the best and speed is megacool.

Sound is okay with a good tune and playability is good as well. I'll forgive you this time Dillon because you did a good review but if you do another bad one I'll send Robocop over there to cut you down. By the way SU is great (that's true – everyone in the universe).

Bruce Kendrick
Gloucester

● So you liked it then. Trev at the printers didn't. That's why he took the Classic off the magazine. He's now been moved onto the perilous duty of mucking out the bear. Say no more.

EMLYN HUGHES INTERNATIONAL SOCCER

When I got the March edition of SU I immediately turned to page 8. That looks a brill game (I'm talking about **Emlyn Hughes International Soccer**). I went to my local computer shop with a tenner, bought the game and told the shop assistant to keep the change.

When I got home I loaded the game, played one match and fell asleep. I'll tell you summit I weren't happy. It's rubbish and should be put on the NHS health care waiting list (wha? – JD).

The players look like hippies wearing wigs and **Street Gang Football** has got more playability than Emlyn "I know it, I know it" International Tac. By the way, a black and white TV has got more colour than your mag (only kidding). (You wanna be mate – JD).

Matthew "Joker" Lister
Pontefract

● So, you don't like it, but you can't hate it that much. Do you KNOW what it's like to be on the NHS waiting list? Have you felt the pain and anguish of continually waiting for that slip to come through your door? (Sniff) Do you (choke) can you (cough splutter) did you ever (falls into a sobbing heap on the floor).

CHRIS



CAPTAIN BLOOD

Listen Chris 'Crudhead' Jenkins, who do your think you are giving **Captain Blood** 69%. Bah! This ultra crap game deserves only 5%.

For a start it's French (steady on there – JD), secondly, in the Oorxx Scout ship section of the game, you fly about over a vector landscape, crash into huge mountains and you still manage to survive. Is this ship idestructible?

Although I must admit the game has some good graphics there's no sound, about as much playability

te stuff



JIM

as driving a Lada (?!?) and I don't think I'll mention lastability. SU is a good mag which doesn't need little pea-brained reviewers, so get your act together Chris.

Adam Cavaney
Edinburgh

P.S. Have a shave, your face looks like a brillopad.

● ***Listen, poo-brain. I gave it 69 because I thought it deserved 69 alright. And so what it it's French? Anyway, that isn't stubble on my face, it's a bad case of bubonic buables, so bog off.***

DOUBLE DRAGON

I recently bought **Double Dragon.** I loaded it, played it twice and completed it. I then turned it off and was disgusted at what I had just played. The graphics were crap. The colour clash between the figures and the background was terrible, the scrolling was jerky and the sound was virtually non-existent apart from the pathetic beep when you knock someone to the ground.

The game was total rubbish. It lacked gameplay and addictiveness and it was way overpriced. The review I later saw in SU was accurate and truthful but I think your scores were a little too high.

Please print this letter as it may save a lot of people from wasting their money on this pathetic game.

Jamie Fearon
Cumbria

● ***Well, I can't really see the point of printing your letter to warn people off buying it, when they take absolutely no notice of a review we printed to the same effect, but there you are anyway. A valuable lesson should be learnt here. Listen to SU reviewers and then make your decisions. OK, get it right next time.***

KNIGHTMARE

How the hell did **Knightmare** get 89%? Chris Jenkins must be a loony (you're not wrong there matey – AS). This game deserves about 12%. The graphics are crud and sound is practially non-existent.

It's miles too hard and so boring it belongs on the top of a rubbish dump.

If another creature appears you don't have time to throw something at it or cast a spell, it just kills you by touching you. The only good thing about this game is the tune at the beginning. Oh, and by the way Chris Jenkins, it costs £1.99 not £2.99 so you got it wrong again.

If anyone is thinking of buying this game, I have one piece of advice for you – DON'T! I'd prefer manure digging or dodo hunting instead of playing this rubbish.

Steven Leigh
Bristol

● ***At a guess, I'd say you haven't got very far into this game, because anyone with a smidgen of games taste would see instantly that once you get through the door on screen three, the game easily deserves 89%. And by the way, don't give up that thought of dodo-hunting.***

OPERATION HORMUZ

You've really done it this time Jenkins!

Where were you when you reviewed **Operation Hormuz,** in an asylum? This game is pathetic. It's slow and the graphics resemble something from a Vic 20. You are supposed to be flying a Harrier; if that resembles a Harrier then I look like you.

You gave the lastability 68%, I'd give it 10% because I only played it for 10 seconds. The only thing I liked is the variety of colours on the screen. Come on, my brother plays it and that means it must be ****, and another thing, if you want to crash you have to get past the ocean screen because you can't crash on that bit.

Still, I think you're quite a good reviewer (oh cheers – CJ) and I think SU is fab!

Christian Olejnik
Wilts

● ***Yes, I was in an asylum (visiting Dillon as a matter of fact) and maybe the reason you only played it for ten seconds is because you have only half the attention span of an amoeba.***

OPERATION WOLF

Jim Douglas is a saviour (that's not what we'd call him). Thank you for saving me from the perils of disappointment. I was at odds whether to buy **Double Dragon** or **Operation Wolf.** So I bought SU and it told me how good **Operation Wolf** was and how naff **Double Dragon** was (surely we didn't say that – JD), so I bought **Operation Wolf.** In a word I'm now HOOKED, it is ace. Recently I have played **Double Dragon** and I couldn't think of anything more naff. Thank you again, I'm forever in your debt.

James Cotes
Staffs

● ***Well, don't clap, just throw money. I've had a bit of a cushy month this month. Only one letter, and that tells me that I'm brilliant. So taking that as direct relational proportion to the readership, everybody thinks I'm wonderful. Including me.***

HUMAN KILLING MACHINE

Quite frankly **Human Killing Machine** is mega. But what really browns me off is the fact that you only gave it 78%. This game is far better than **Streetfighter** and that got a lot more than 78 measly percent. The backgrounds are marvellous, the way Igor bats you with his rifle, and the way Helga knocks you into next week all add up to what should have been a Classic.

Roddan R Archer
Glasgow

● ***Look, I liked it OK? I just didn't like it as much as you. Probably because I don't relish the thought of being smacked about the head with a rifle, or being knocked into the middle of next week by an overweight "Lady of the night". Only in Glasgow.***

ALL CHANGE ON THE WRITE STUFF!

All right all right! You think we talk a lot of nonsense, do you? You think we can't tell an SU Classic from a 15% clunker? Well this is your chance to set the record straight.

Every month we'll devote the Write Stuff section to your thoughts and opinions on games. Is Jim mad? Tell us so! Is Tony the coolest thing since ventilated boxer shorts? Let us know! Is Chris the best software reviewer in the galaxy (hem-hem)?

Instead of insulting you by offering you money, if you get your contribution to the Write Stuff published you'll get an EXCITING EXCLUSIVE SU BADGE, so the whole world will know that your words have been immortalised in SU. Starting next issue the best letter will also get a £20 software bundle (of our choice, before you ask).

So if you have any opinions on recent games we've reviewed (or even ones we haven't), write your review and send it to us together with the completed form below.

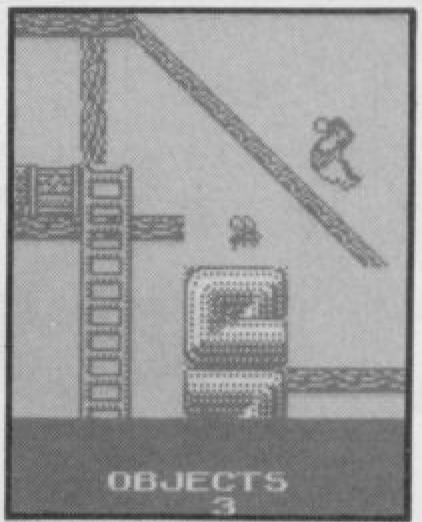
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PETER PACK RAT



Peter Pack Rat is a simple game. It's also a conversion of an old arcade title of the same name by Tengen which, strangely enough, I've never heard of. That said, it's FAB!

You are Peter Pack Rat and you live in a little ratty pad, somewhere really dirty. That's the problem. Not only is Peter a rat, he's a social outcast. A bit like a heavy metal fan in the rat scene. Anyway, the thing that's sort of ruined his chances of ever being socially accepted as normal is that he's tidy. Not only does he not like mess, he absolutely hates it. So much so that he's prepared to go out into the dangerous world, against the will of Riff Rat, the leader of the evil gang of the Rats of Flatbush.

He starts in the junkyard, and somehow, probably rat-intuition, he knows that hidden out there, there are three pieces of junk. Off he sets, with the aim of finding and retrieving them.

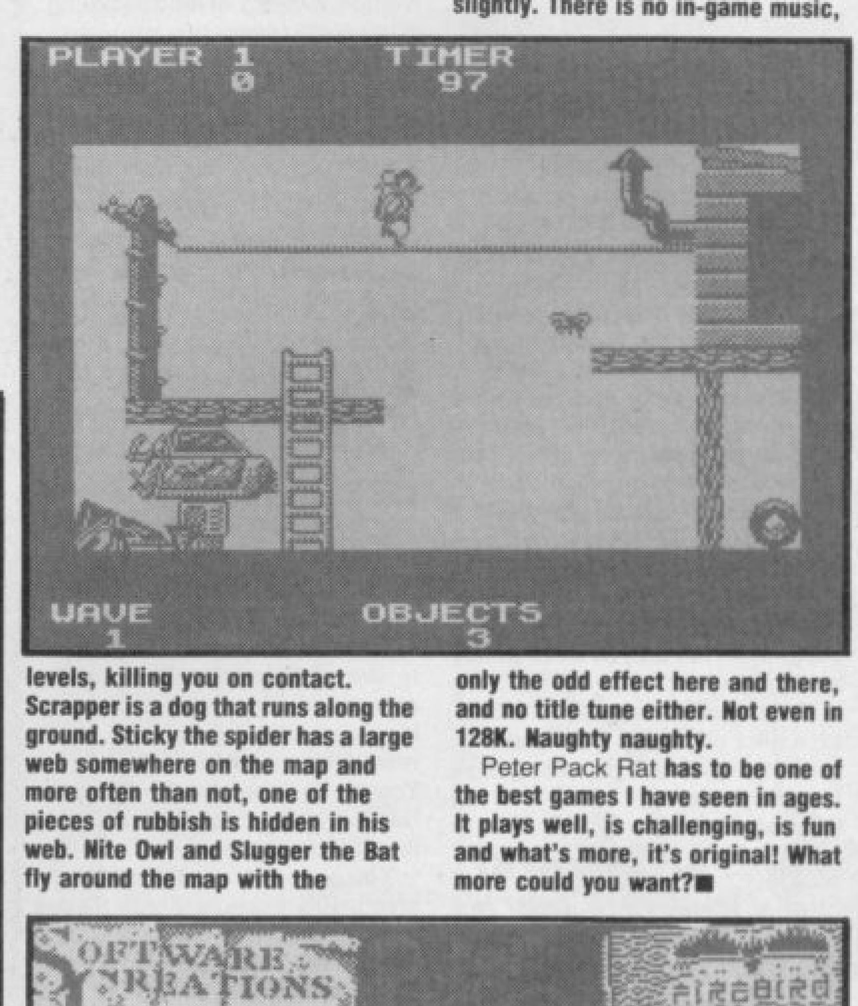
The game is viewed side on with loads of platforms, ladders and miles more beside. There are springboards that catapult you to previously unreachable areas, that might just contain one of the missing pieces of junk. Some areas of the platforms are covered in moss, making them slippery. Normally to be found at either side of these slippery ledges are slopes, which lead down to a large pool of water, which takes you a while to climb out of and usually results in you being killed by something that can move a lot faster than you.

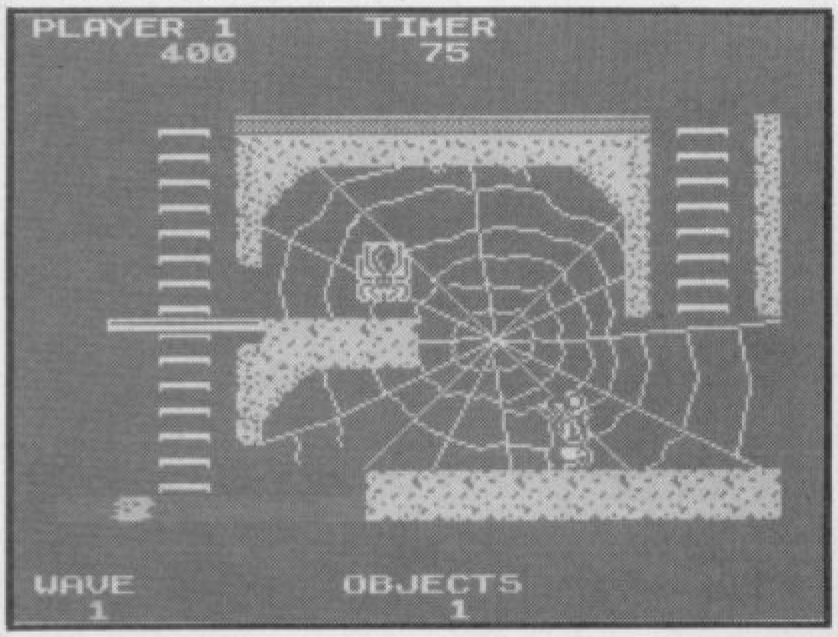
The enemy consists of Flatbush the rat, who wanders about the levels, killing you on contact. Scrapper is a dog that runs along the ground. Sticky the spider has a large web somewhere on the map and more often than not, one of the pieces of rubbish is hidden in his web. Nite Owl and Slugger the Bat fly around the map with the intention of giving you as much grief as possible. The good thing about the owl and the bat is that if you shoot them, you stun them. While stunned, they can be used to carry you to any location. Great huh?

The graphics are pretty darn good. All the sprites have been really well defined and animated. Backdrops are nice and colourful but the scrolling (optional) isn't too good. One out of four isn't bad.

Sound has been neglected slightly. There is no in-game music, only the odd effect here and there, and no title tune either. Not even in 128K. Naughty naughty.

Peter Pack Rat has to be one of the best games I have seen in ages. It plays well, is challenging, is fun and what's more, it's original! What more could you want?■





FAX BOX

ARCADE REVIEW

PETER PACK RAT *Label:* ***Silverbird*** *Author:* ***Software Creations*** *Price:* ***£1.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

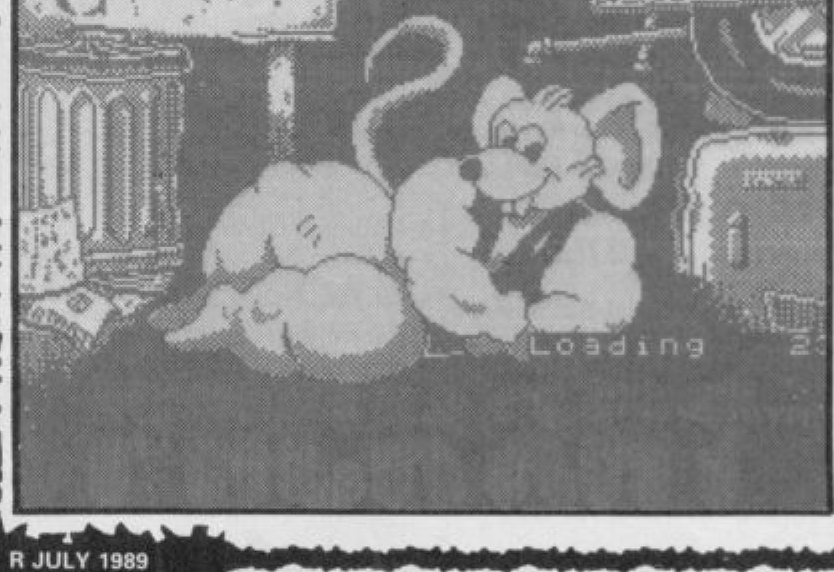
GRAPHICS	SOUND
85	39
92	84
PLAYABILITY	LAST ABILITY

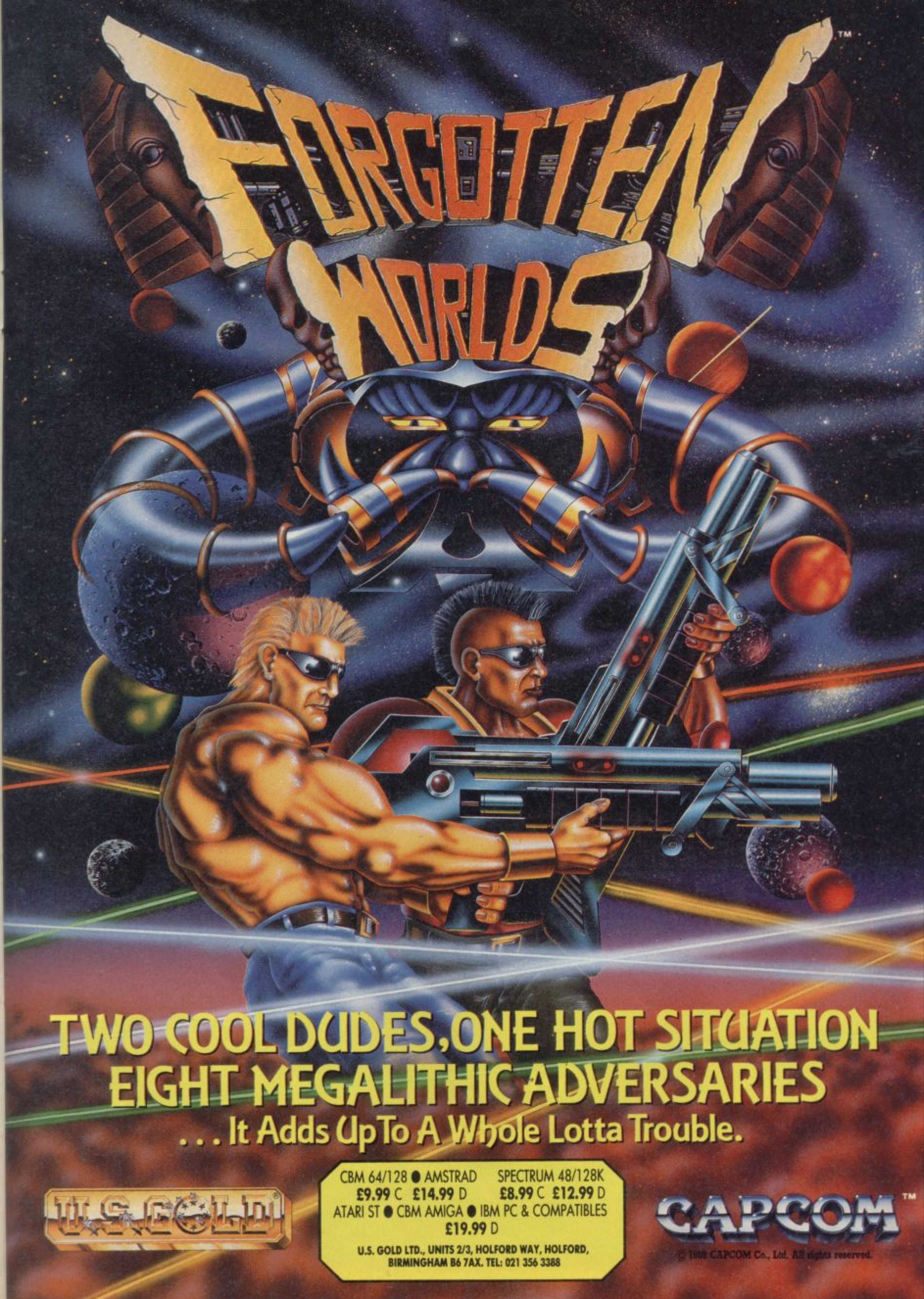
Playable arcade collecty romp from an unknown coin-op. Well worth the dosh

Reviewer: Tony Dillon

OVERALL **83**

10 20 30 40 50 60 70 80 90




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BUDGET 10

COMPILED FOR SINCLAIR USER BY GALLUP

1	(1)	**TREASURE ISLAND DIZZY** Well you just can't get enough of this chap can you?	CODEMASTERS £2.99 60%
2	NEW!	**CUP FOOTBALL** No! No more!	D & H GAMES £2.99 UR
3	NEW!	**SOCCER STAR** Aaaaarrgh!	D & H GAMES £2.99 UR%
4	NEW!	**TURBO ESPRIT** Re-released race sim. Fair.	ENCORE £1.99 UR%
5	(3)	**STREET GANG FOOTBALL** Lovely graphics but no real game	PLAYERS £1.99 54%
6	NEW!	**SHANGHAI WARRIORS** Ditto	PLAYERS £1.99 UR
7	NEW!	**TWIN TURBO V8** Disappointing race game from the Codies	CODE MASTERS £2.99 59%
8	NEW!	**THE REAL GHOSTBUSTERS** Adequate conversion of TV cartoon	MASTERTRONIC £1.99 65%
9	(2)	**SAS COMBAT SIM** Not very simulatory or SASish either	CODE MASTERS £2.99 58%
10	(6)	**JOE BLADE 2** Dropping even further this month	PLAYERS £2.99 55%

1	ROBOCOP
2	RENEGADE 3
3	DRAGON NINJA
4	OPERATION WOLF
5	WEC LE MANS

1	EMLYN HUGHES IS
2	WAR IN MIDDLE EARTH
3	FUN SCHOOL 2
4	FM2 EXPANSION KIT
5	HEROES OF THE LANCE

COMMENT • FULL PRICE

Sock! Still there at number 1. Can no-one save the poor chart from Robocop's brutal domination? Bosh! Emlyn Hughes storms up from last month's new entry at No 3 to the No 2 position. Emmy's doing well. He knows it, he knows it. Kerzonk! Renegade III kicks and punches its way to No 3. A certain chart topper, take our word. Pfft! Little action elsewhere this month, merely a re-shuffle of last time's positions. We predict a similar scenario before the big autumn releases.



CHARTS COMMENT • BUDGET





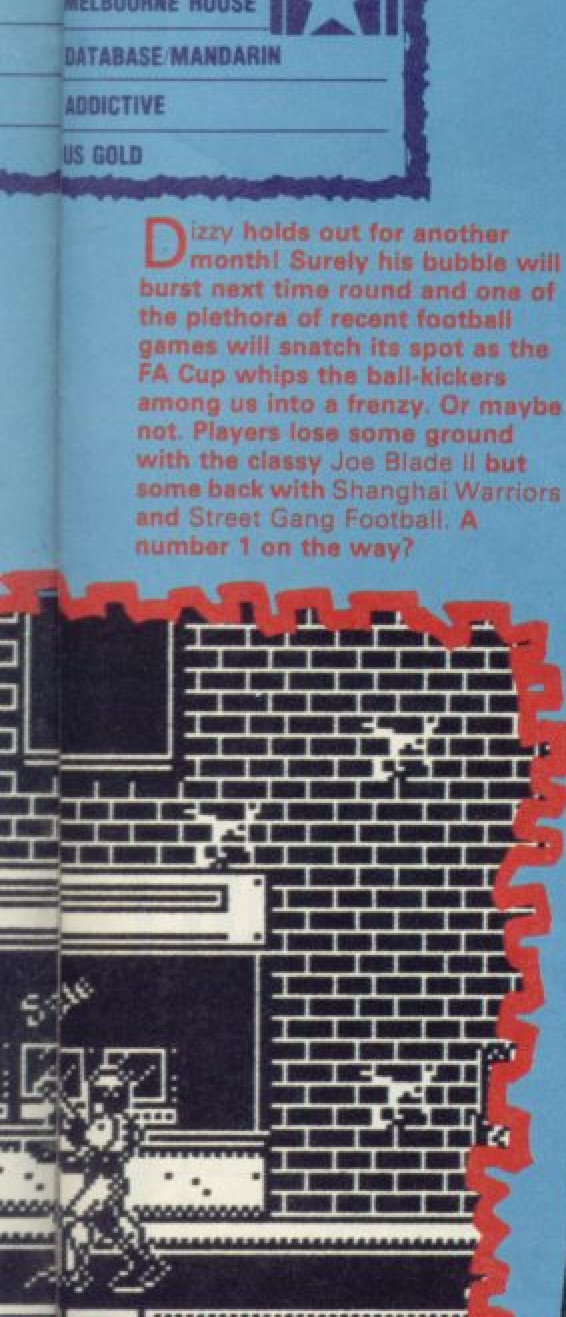


SU CHARTS

OCEAN	SIMULATION
IMAGINE	
OCEAN	
OCEAN	
IMAGINE	

AUDIOGENIC	ARCADE
MELBOURNE HOUSE	
DATABASE/MANDARIN	
ADDICTIVE	
US GOLD	

Dizzy holds out for another month! Surely his bubble will burst next time round and one of the plethora of recent football games will snatch its spot as the FA Cup whips the ball-kickers among us into a frenzy. Or maybe not. Players lose some ground with the classy Joe Blade II but some back with Shanghai Warriors and Street Gang Football. A number 1 on the way?



FULL PRICE 20

1	(1)	**ROBOCOP** Nothing is going to shift this chappie	OCEAN	£8.95	94%
2	(2)	**EMLYN HUGHES I.S.** Still hanging in there – you just love this one	AUDIOGENIC	£9.99	91%
3	*NEW*	**RENEGADE 3** Time travelling escapade – not bad	IMAGINE	£7.99	71%
4	(5)	**DRAGON NINJA** Another kicky kicky – but a good one	OCEAN	£8.95	78%
5	(4)	**OPERATION WOLF** Looks like Ocean are going for world domination	OCEAN	£8.95	90%
6	(3)	**WEC LE MANS** One of the best racing games ever, ever	IMAGINE	£8.95	91%
7	(6)	**IN CROWD** Good value compilation	OCEAN	£14.95	80%
8	(7)	**DOUBLE DRAGON** Disappointing karate caper	MELBOURNE HOUSE	£9.99	51%
9	*NEW!*	**RUN THE GAUNTLET** We're thinking of renaming this the Ocean Full Price 20	OCEAN	£8.99	80%
10	*NEW!*	**ARCADE MUSCLE** Corking arcade compilation	US GOLD	£12.99	UR
11	(9)	**PACLAND** A must for Pac-loons	GRANDSLAM	£8.95	70%
12	(8)	**WAR IN MIDDLE EARTH** Blend of every genre	MELBOURNE HOUSE	£9.99	79%
13	(11)	**FUN SCHOOL 2** Zany educational romp	DATABASE/MANDARIN	£5.95	UR
14	*NEW!*	**FOOTBALL MANAGER 2 EXPANSION KIT** Just when you thought you had enough control . . .	ADDICTIVE	£9.99	UR
15	(12)	**GARY LINEKER'S HOTSHOTS** Gazza footy extravaganza	GREMLIN GRAPHICS	£7.99	UR
16	(13)	**AFTERBURNER** Slowly dropping off the edge of the chart	ACTIVISION	£9.99	90%
17	(15)	**THUNDERBLADE** Fab conversion of a good coin-op	US GOLD	£8.99	87%
18	*RE*	**GAME SET AND MATCH** Good collection of sports makes a comeback	OCEAN	£12.95	84%
19	(14)	**BATMAN** First-class Batman scenario	OCEAN	£8.95	90%
20	(18)	**HEROES OF THE LANCE** Looks like this one's on its way out	US GOLD	£9.99	70%

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fun school 2



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- **Build a Bridge:** Shape-fitting challenge
- **Passage of Guardians:** Enjoy anagrams
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- **Logic Doors:** Mapping made easy
- **Souvenirs:** An introduction to travel
- **Code Boxes:** Discover binary arithmetic
- **Mystery machine:** Have fun breaking codes
- **Escape:** A final check on progress

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- **Shopping:** Which shops for which products?
- **Maths Maze:** Fun improving arithmetical skills
- **Treasure Hunt:** Introduction to coordinates
- **Bounce:** Get to grips with angles
- **Packing:** Discover tesselating shapes
- **Caterpillar:** Word building challenge
- **Number jump:** Have fun practising tables

Fun School 2 for Under-6s contains:

- **Shape Snap:** Colourful shape recognition
- **Find the Mole:** Experiment with number sizes
- **Teddy Count:** Ideal introduction to numbers
- **Write a Letter:** Creative fun at the keyboard
- **Colour Train:** Play at spotting colours
- **Pick a Letter:** Word building made easy
- **Spell a Word:** Enjoy naming the pictures
- **Teddy Bears Picnic:** Move around a maze

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DATABASE EDUCATIONAL SOFTWARE

Format	Under-6s		6-8 years		Over-8s	
	Tape	Disc	Tape	Disc	Tape	Disc
Spectrum	9094	9095	9096	9097	9098	9099
Commodore 64	9064	9065	9066	9067	9068	9069
Amstrad CPC	6179	6180	6181	6182	6183	6184
BBC Micro/Electron	2239		2242		2245	
BBC B+/Master 40T		2240		2243		2249
BBC B+/Master 80T		2241		2244		2250
Atari ST		9192		9193		9194
Amiga		9842		9843		9844
PC 5.25"		5764		5765		5766
PC 3.5"		5767		5768		5769

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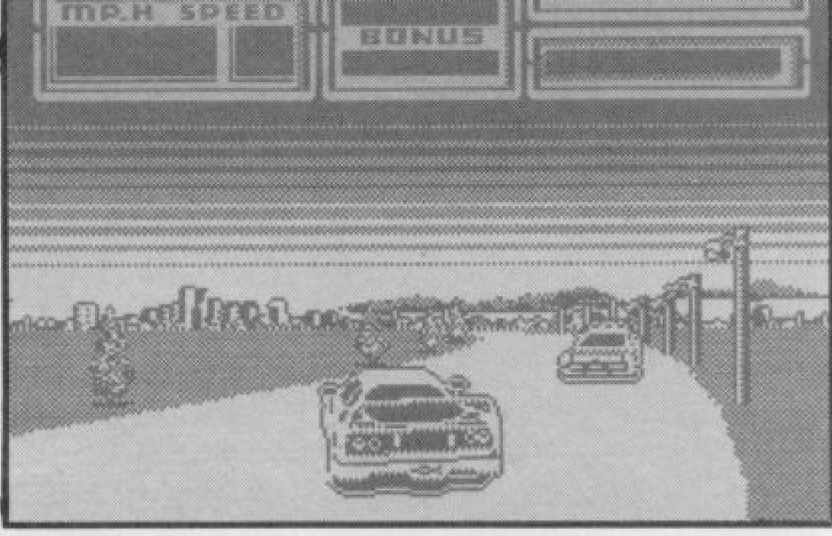
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GAMES REVIEW!

You should remember the original Crazy Cars; it didn't come out that long ago, and it was quite well received in certain circles. Quite why Titus thought it worthwhile to release a follow-up, though, is a mystery on a par with the disappearance of Dirty Den.

Not that there's anything

CRAZY CARS II



terrifically wrong with Crazy Cars 2, as it's imaginatively titled; it's just that in a world full of Roadblasters and Supertrux and Wec Le Mans and dozens of others, it takes something very special to make an outstanding road-racing game, and CC2 just isn't it.

The scenario has you racing across a barren landscape trying to avoid the cops, rather than just racing across a barren landscape. This is a good start. The scenery dips and weaves convincingly, the trees, bollards, lampposts and barriers on the side of the road scroll convincingly, and all looks well with the world.

The trouble is that even when you kick your car into high gear and rev up to over 300 mph, you still don't get much of an impression of speed. It gets a bit difficult to steer around the sharper corners, but it's largely ho-hum and dodge the cop-cars with not much break from the monotony.

Your car twists and slides convincingly – funny how much it looks like the car in Outrun Turbo, isn't it? – but the cop cars just sort of lurch from side to side. You can bash them off the road if you catch them just right, but if you misjudge your move there's a pretty explosion and you re-start at 0 mph.

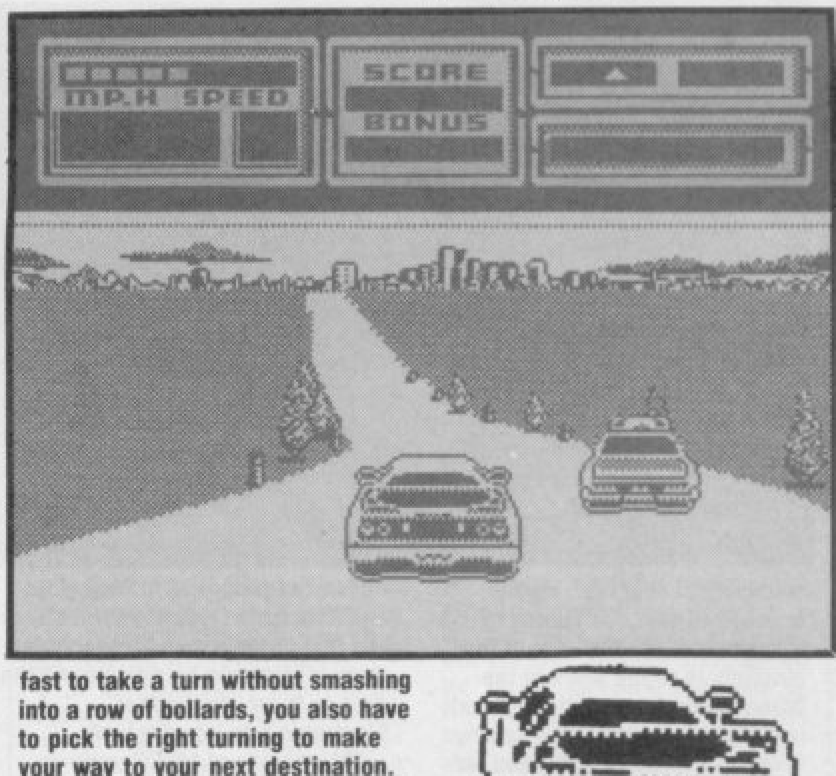
At regular intervals along the way you come to forks in the road. Apart from the fact that you have to think fast to take a turn without smashing into a row of bollards, you also have to pick the right turning to make your way to your next destination. Needless to say (So why say it? – JD) you get a bonus for completing a section within the time limit, and lose the game if you run out of time between markers.

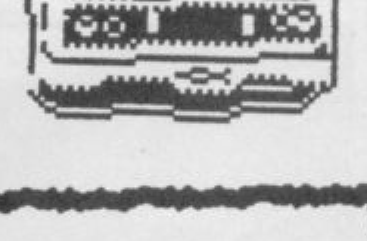




Sound is OK – the usual vruum vruum, skwee skwee stuff – and there are some neat touches like the cloud of dust which your car kicks up when you accelerate.

Overall, though, what we have here is a game which looks sort of half-finished; only the threat of the odd cop car breaks the monotony, and you long for a missile attack or landmine to pep things up. Fairly pointless, overall■





ARCADE REVIEW

FAX BOX

CRAZY CARS 2 *Label:* ***Titus*** *Author:* ***In-house*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
78	60
54	50
PLAYABILITY	LAST ABILITY

Brumm brumm, yawn yawn. Uninspiring roadrace clone.

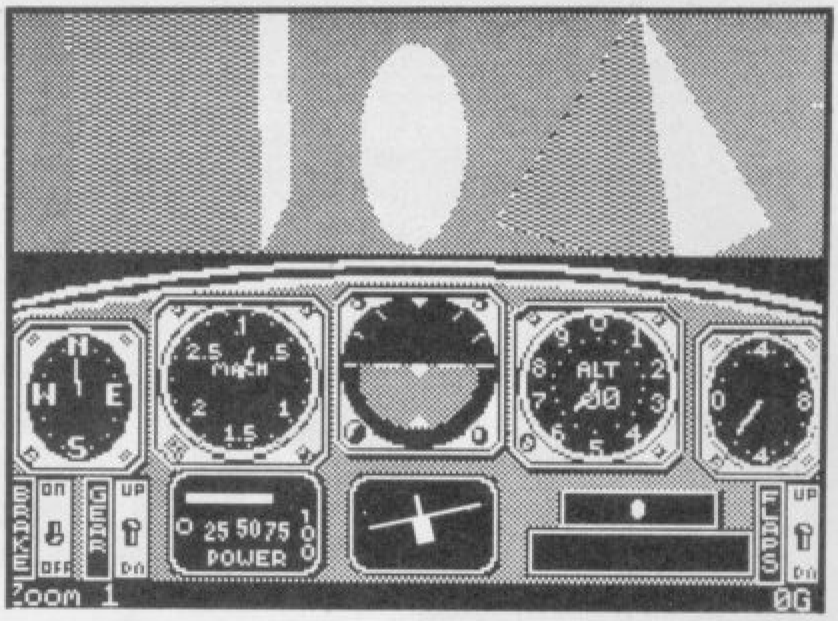
Reviewer:

OVERALL **53**

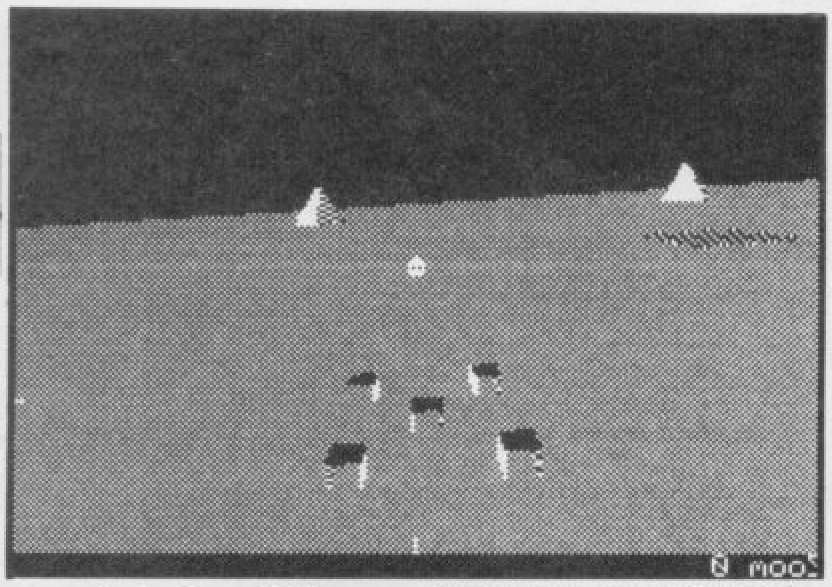
10 20 30 40 50 60 70 80 90

GAMES REVIEW!

CHUCK YEA



The sky's the limit, or so they say. But is it? If a man builds a machine to take him up into the air, how can he tell how far it will take him? Is the sky really the limit? Or will his new X-16784b/7 take him further? There is only one true way to find out, and that's to experiment. Now, a professional aeronautical engineer, highly trained and paid, isn't going to risk his neck going to the edge of the atmosphere to see whether the brand spanking new untested craft is going to fall apart when gravity falls away. That's where good old Chuck Yeager comes in. Test pilot and America's favourite hero. Chuck has test flown just about everything there is, and now he's giving you the chance to try your hand in Electronic Arts latest release.



Fly a choice of 14 different aircraft through some perilous airspace in the mysterious land of EA-world. Some of the craft are old favourites, like the Cessna and the Spitfire. Even my personal favourite, the SR-71 Blackbird is in there, the fastest plane in the sky, so fast it defies radar and has an almost negligible turning rate. Fly along a slalom of huge black monoliths, weave over and under gates along the ground, or why not just try landing?

As you may, or may not, have noticed, Chuck is displayed via filled vectors. Now, to the best of my knowledge, filled vectors can be done, but only at a decent rate if the shapes are simple, with the exception of the opening screen of Carrier Command. The items in Chuck are multi-faceted, and I mean multi. This means that the game moves along at a snail's pace, already damaging the playability. It would have worked if the game had been drawn with hidden line vectors, but no, EA had to try to do filled, and it just hasn't worked as well as it might.



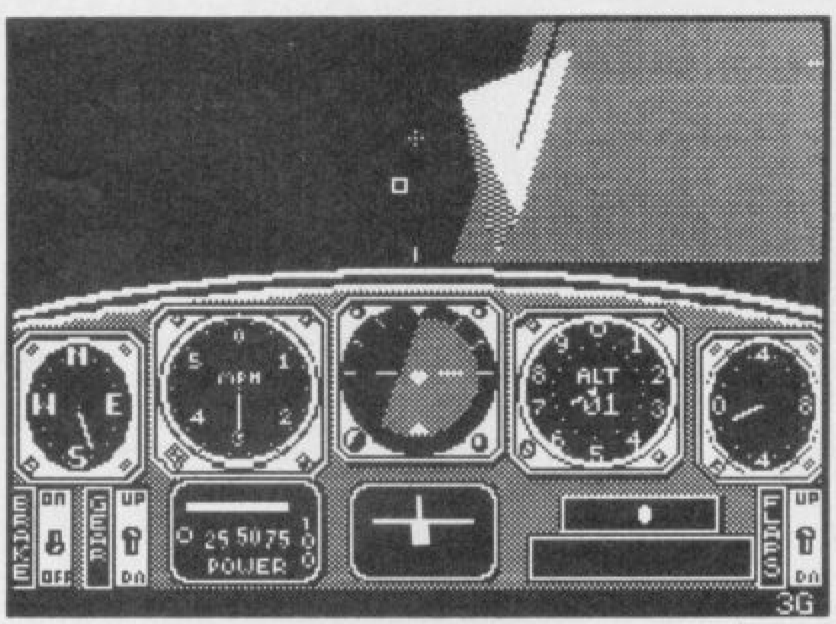
But, back to the game. The first thing you notice is that the controls are slightly odd. In the centre of your viewing window, whichever view you happen to be using at the time, you have a crosshair. On



GAMES REVIEW

screen you also have a small rectangle. This gives you an immediate pictorial representation of the position of ailerons and rudder, taking the cross hair as centred. You fly by moving the box around the screen, which is decidedly tetchy, but worth getting used to. The first thing you have to learn is that box centred doesn't automatically mean straight and level flight, just that the plane will no longer pitch and yaw. If, however, the plane is banked when you return the box to centre, the plane will continue to bank.

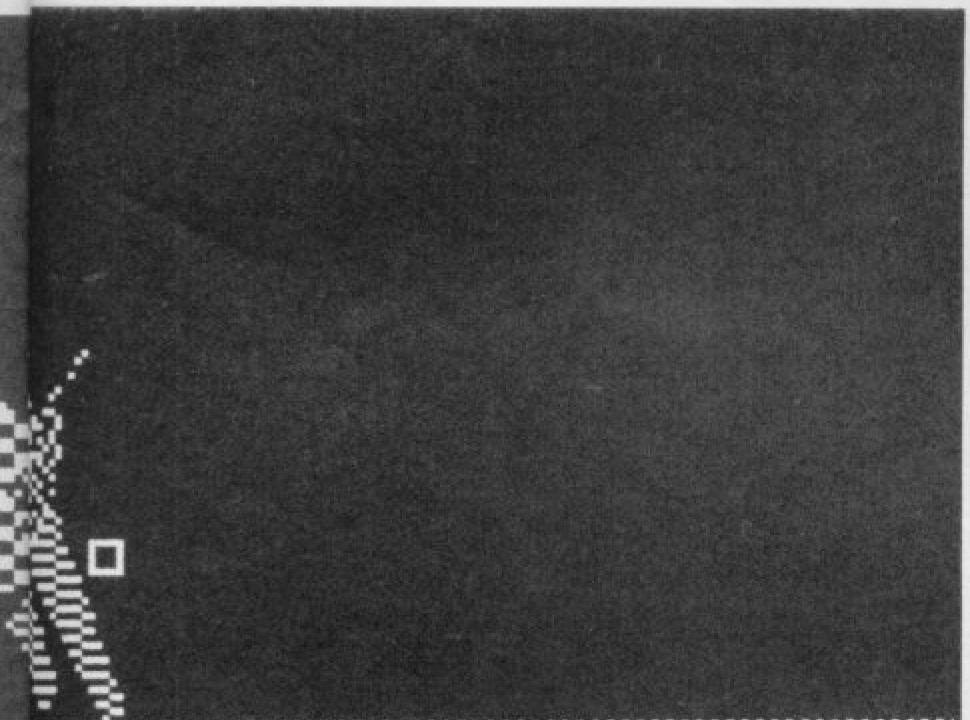
I don't like the feel of Chuck Yeagers, and no that's not a slur on the Spectrum version. I've seen them all, including Chuck 2.0 on a superfast PC, and I still didn't like the feel. It's too easy to

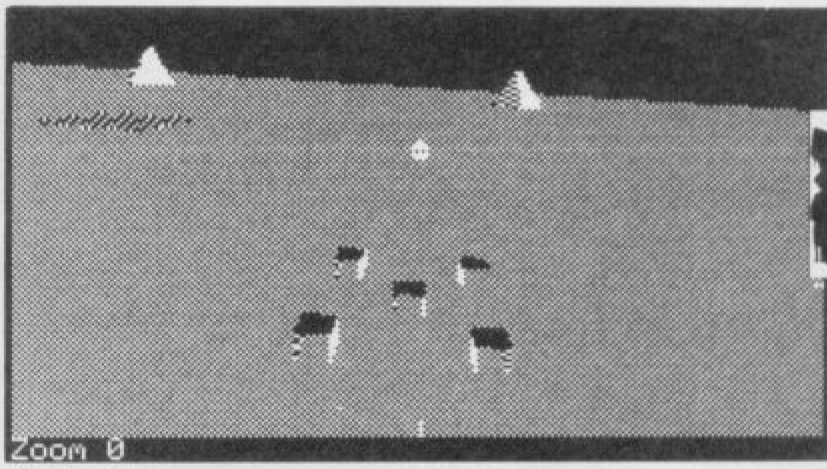


on tape in a tortuous pergatory of multi-load. That's why I've included two sets of scores for playability and lastability. The first is for the 48 version and the second for the 128.

Chuck wasn't made for a Speccy. Maybe with a bit of a snip and a tuck, the old timer could have taught us some new tricks. As it is, it falls just a little too low on the playability scales to be any fun■

AGER'S AFT





HINTS AND TIPS

● Don't fly at full throttle for more than a few seconds at a time. You won't be able to take it and you'll soon black out. Blacking out is a bad thing.

● In the unfortunate event of you finding yourself in a blackout situation, wrench the joystick in exactly the OPPOSITE direction to the position it was in when the blackout occurred. If you're lucky (and fast enough), this move will get you ot of any spin.

● When you're taking off, make sure that you keep the stick held back all the time. Your nose may well tip forward and smash itself to pieces ohn the runway otherwise. Smashing your nose to pieces on the runway is a bad thing.

overcompensate and reaction times are slow. I just can't see it being an accurate simulation, that's all.

You lucky, lucky 128K owners. For your money, you get all planes and locations loaded in at once, along with a menu of five wonderful things to choose from, including test flying, formation flying and racing against other planes. 48K owners aren't so lucky. For a start, they only get test flying. Also, only one plane can be loaded in at a time. All the other planes are held

ARCADE REVIEW

FAX BOX

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER *Label:* ***EA*** *Author:* ***Stefan Walker***
Price: ***£8.95/£14.95*** *Memory:* ***48K/128K***
Joystick: ***Various***

GRAPHICS	SOUND
77	68
67/72	69/75
PLAYABILITY	LAST ABILITY

Chuck doesn't really get off the ground.

Reviewer: Tony Dillon

OVERALL 69/74

10 20 30 40 50 60 70 80 90

47

It's Wayne's POPULARITY GAME

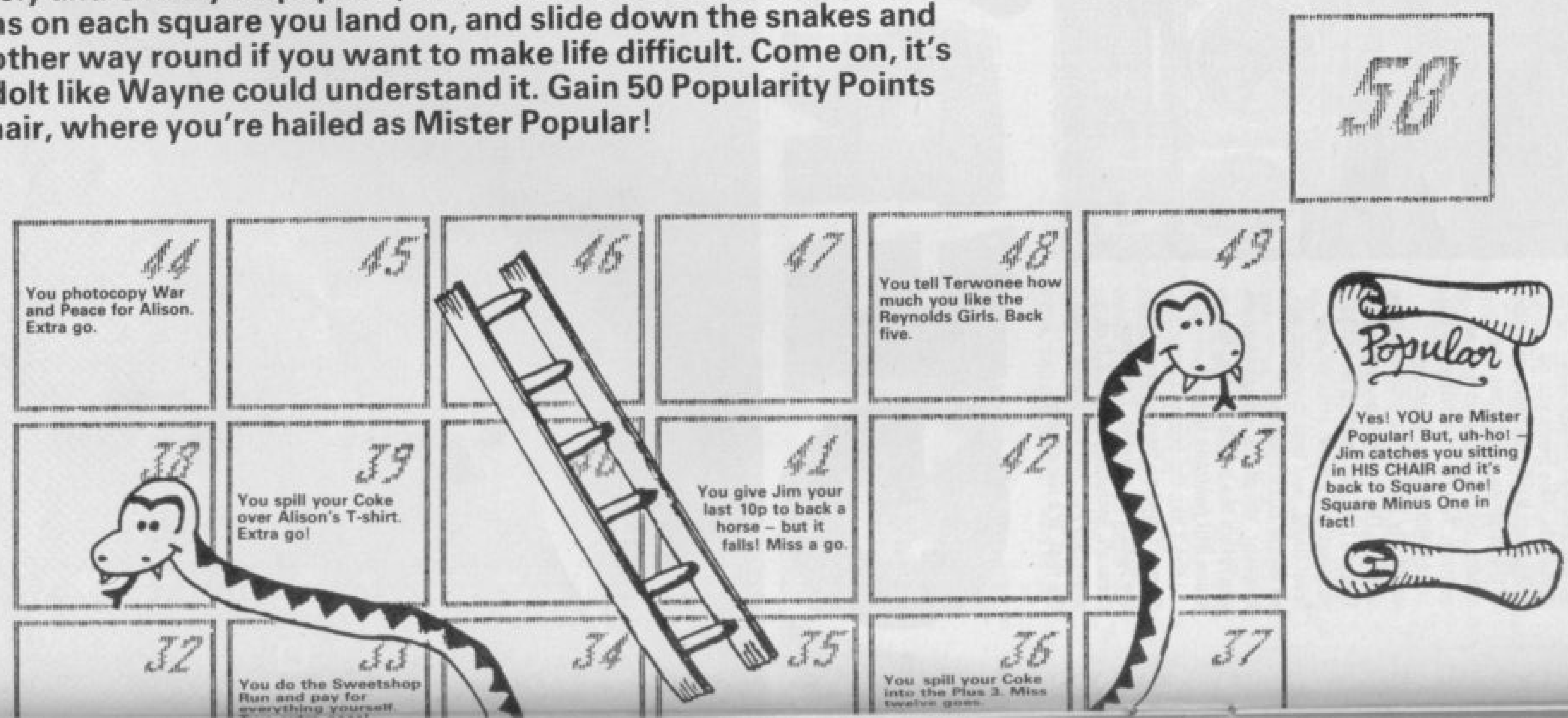


We all know that Wayne's greatest ambition is to be popular. Now you can help him by playing the Popularity Game. Read the rules, wear the T-shirt, eat the fish-paste and play the game.

The rules are simple. Get a counter for you and each of your friends (if any), some spent matches, a squeezy bottle, a pencil, a calculator, a tim of pilchards and a large sheet of plastic. Throw them all over the carpet and tread them in thoroughly. Then you'll be as unpopular as Wayne, and all ready to play the game!

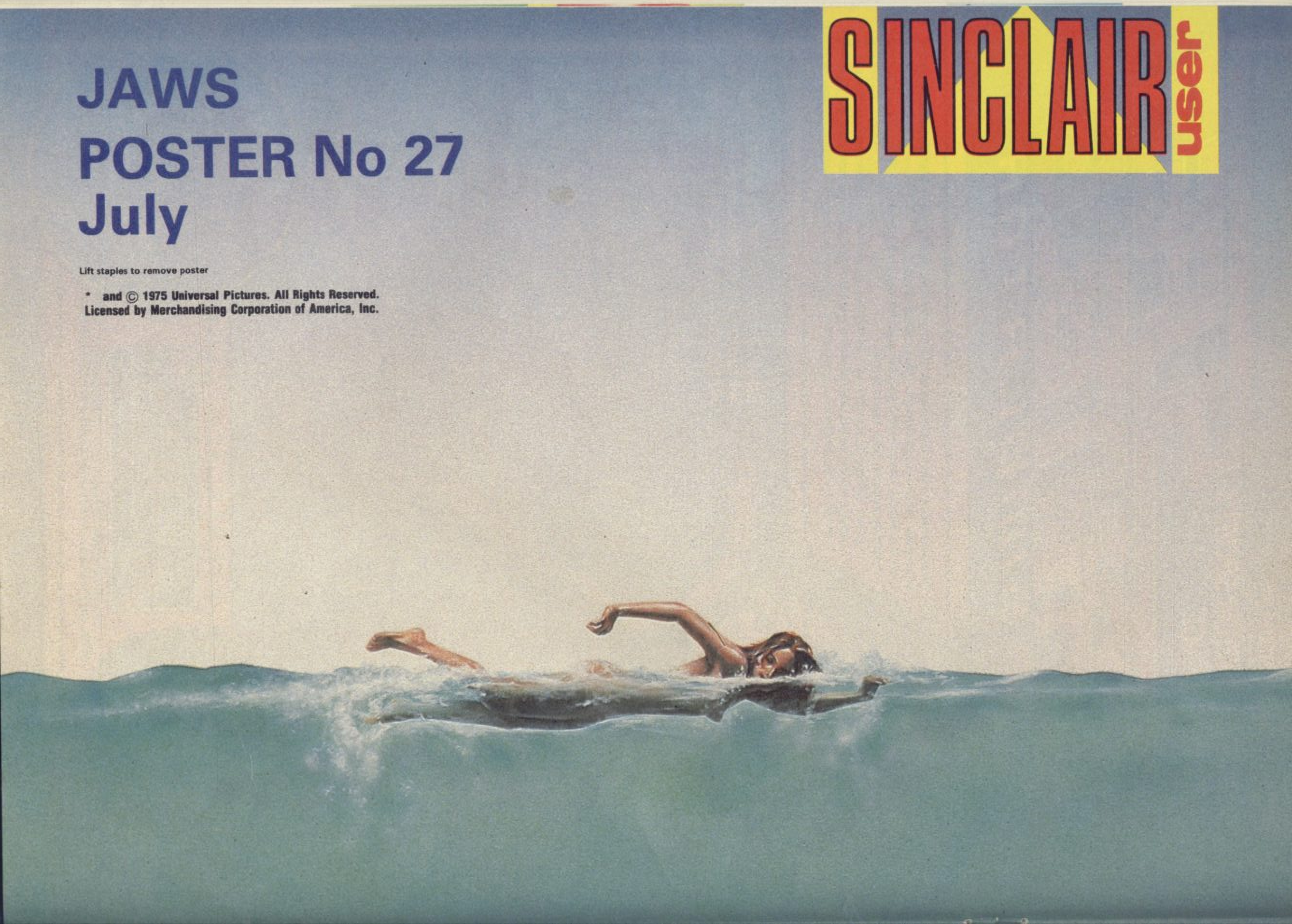
Start at square 1 (Completely and Utterly Unpopular) and throw dice to move along the board. Follow the instructions on each square you land on, and slide down the snakes and climb up the ladders, or the other way round if you want to make life difficult. Come on, it's completely obvious, even a dolt like Wayne could understand it. Gain 50 Popularity Points and you get to sit in Jim's Chair, where you're hailed as Mister Popular!

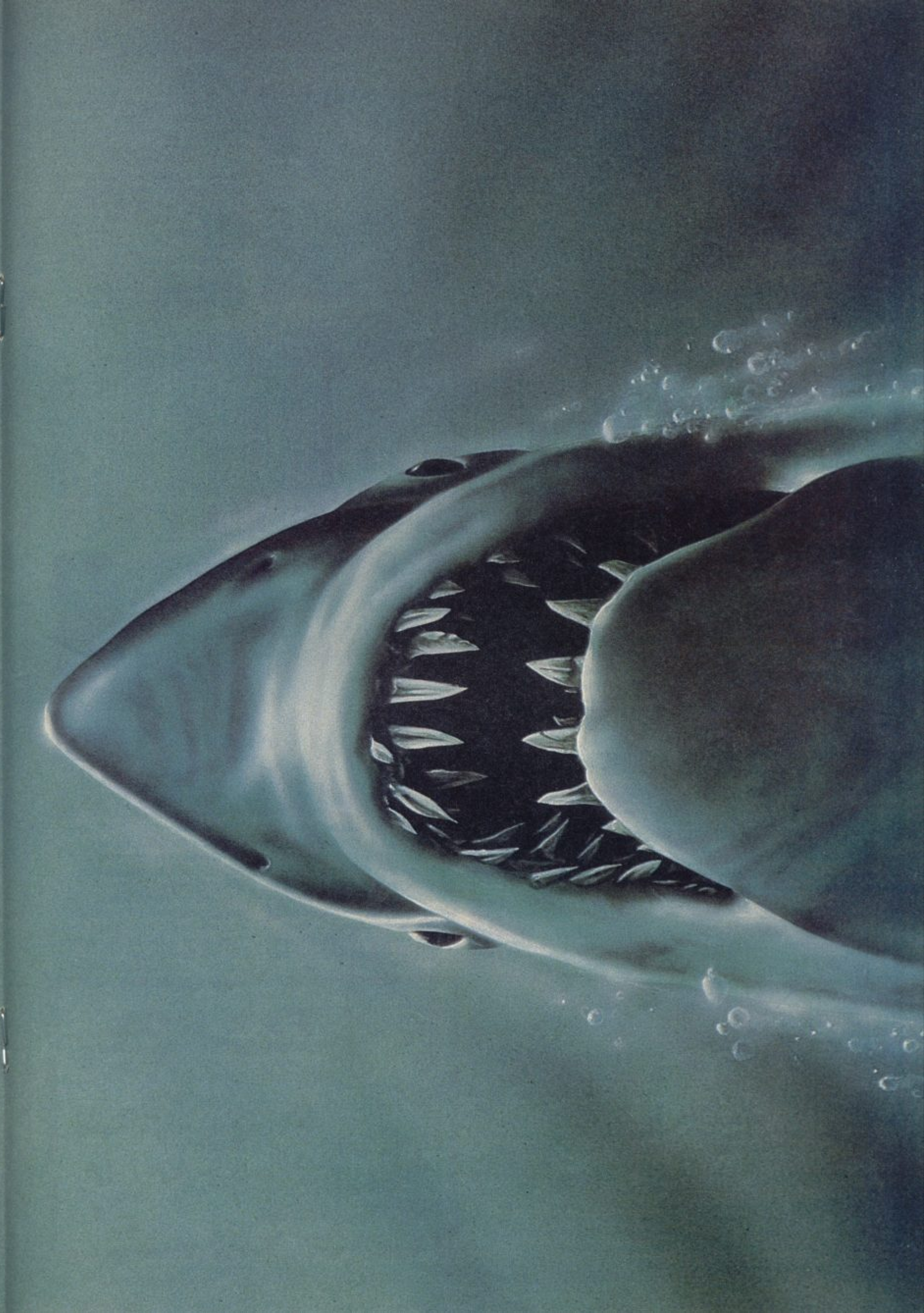




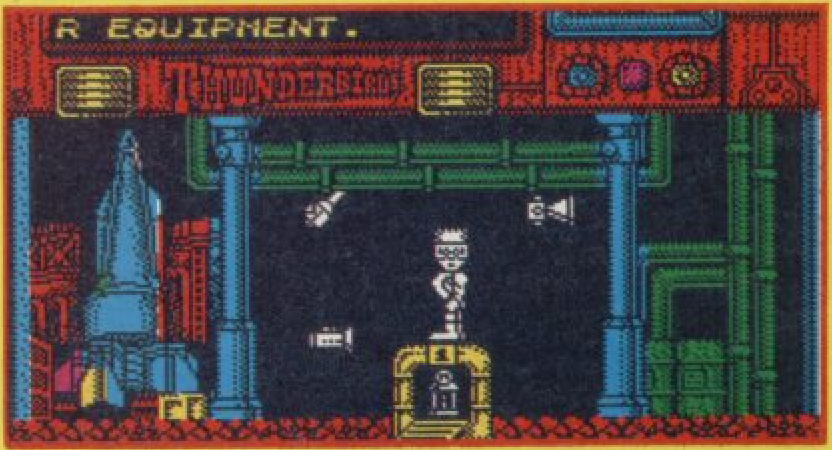


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SINCLAIR user
JAWS
POSTER No 27
July
Lift staples to remove poster



GAMES REVIEW!

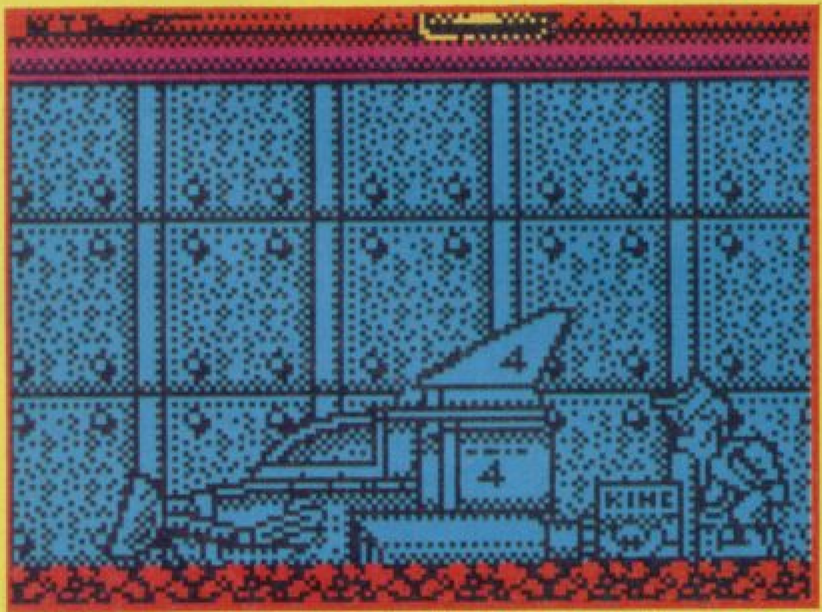


Five! Four! Three! Two! One! Standby for action! Dub diddly Dum Diddly dum dum dum, dum dum dum dum. Geddit? No, no – not Captain Scarlet or Stingray. Unless the sands of time have very significantly dimmed the brain we

THUNDERBIRDS

are talking serious *Thunderbirds*, m'lad. International Rescue and all that.

Featuring in full 48K-C-Vision Brains, Alan, Virgil, Lady Penelope, Parker, Scott – Thunderbird 4, The Mole, the works! Yes, the series that captivated a generation in the 60's has been repeated ever since and made a huge comeback recently on video is now a computer game. Again . . . again? Yes, 'cos this time Grandslam have taken up the banner of truth and justice, after Telecomsoft made such a bodge job of it a few years back. And this



time, it's a lot better.

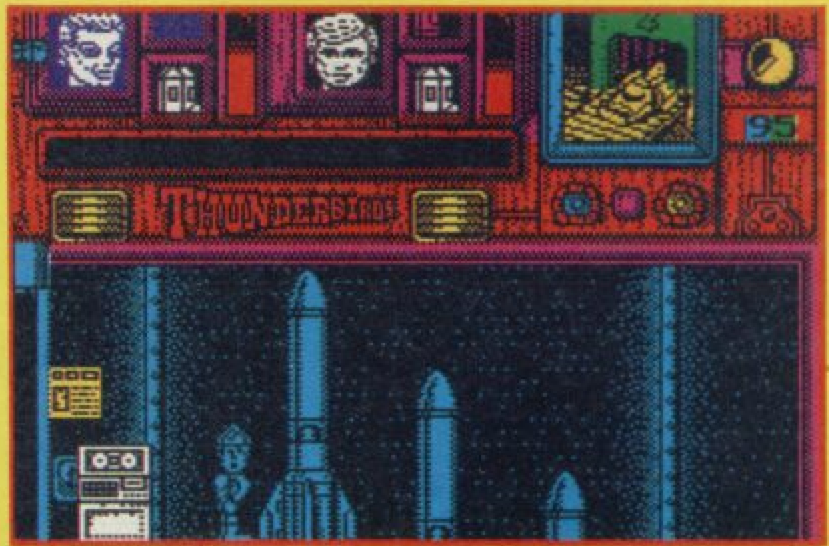
Those very competent people at Teque have done a great graphic job here, with really colourful screens and some nice animation but unfortunately they've been hampered by an uninspired game design.

The game is certainly big – four scenarios (20-30 flip screens apiece) each based on a Thunderbird episode, plus the 'added value' of a music cassette and other goodies. All commanding the big price of £12.99. but does a big price equate with big fun?

Thing is, you see, along with the *Thunderbirds* licence come a few artistic restrictions. Like no-one can get hurt . . . that means no zapping. Grandslam have tried the arcade adventure approach.

The basic gameplay is this. You control two members of the Thunderbird team in each scenario – in the first one, Mine Menace, it's Alan Tracy and Brains, flipping between the two by pressing Space.

Before you go in, you each have to choose two items to carry in with you, from a selection of six – a different six for each level. For instance, a lamp might be useful in a mine . . . whereas an aqualung might be better used in Scenario 2 – Sub Crash. These items are shown by your character and strength icons, at the top of the screen. The active item is highlighted and you can toggle between them.



There is a text window above the main display too, which will put up messages from time to time.

Now, once you are in you have to finish the level within a strict time limit. You move around the screen according to the level – again on the first you have to rescue miners trapped underground – that means shutting off the water that's rising fast and finding your way down to the trapped guys, having to explode rocks and stuff to unblock bits mend lifts and all that. Brains works from the bottom up, Alan from the top down.

All this problem solving has to be done by putting items in your active pocket and bumping into the right thing. Not necessarily that exciting. Arcade elements are kept to a strict minimum . . . dodging falling stalactites on screens that have a "Warning" sign. Arcade elements in the other scenarios are of the same simplicity and are too few and too slow to bring a rush of adrenaline even to those that are easily pleased. No-one is going to play *Thunderbirds* in preference to going skydiving.

It looks great, but doesn't catch the imagination – and is unlikely to keep you on the edge of your seat the way the series did. F.A.B.? Not this time boys . . . ■

ARCADE REVIEW

FAX BOX

THUNDERBIRDS** Label: **Grandslam** Author: **Teque** Price: **£8.95** Memory: **48K/128K** Joystick: **Various

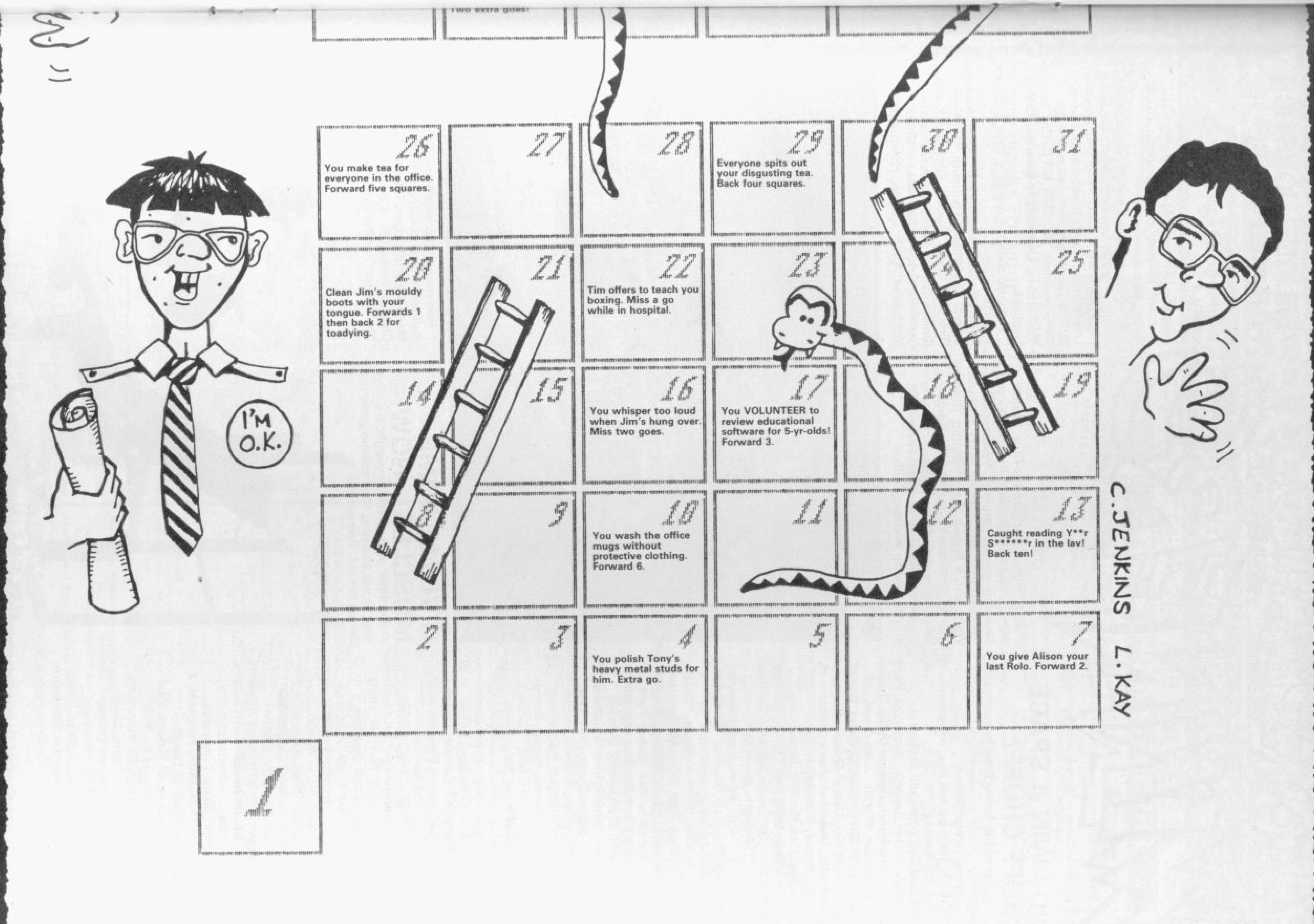
GRAPHICS	SOUND
80	69
47	68
PLAYABILITY	LAST ABILITY

Nice looking, but low action design makes a bit iffy

Reviewer: John Cook.

OVERALL **65**

10 20 30 40 50 60 70 80 90


Two extra goes!
26
You make tea for everyone in the office. Forward five squares.
27
28
29
Everyone spits out your disgusting tea. Back four squares.
30
31
20
Clean Jim's mouldy boots with your tongue. Forwards 1 then back 2 for toadying.
21
22
Tim offers to teach you boxing. Miss a go while in hospital.
23
24
25
14
15
16
You whisper too loud when Jim's hung over. Miss two goes.
17
You VOLUNTEER to review educational software for 5-yr-olds! Forward 3.
18
19
8
9
10
You wash the office mugs without protective clothing. Forward 6.
11
12
13
Caught reading Y**r S******r in the lav! Back ten!
2
3
4
You polish Tony's heavy metal studs for him. Extra go.
5
6
7
You give Alison your last Rolo. Forward 2.
1
I'M O.K.
C. JENKINS L. KAY

COMPETITION WINNERS

DID I WIN A SPACE CHUFF CHUFF?

The winner of the Turbo Train in our H.A.T.E. compo is:
Maria Ward, Greenhithe.

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Ten runners up get a copy of Crazy Cars 2:
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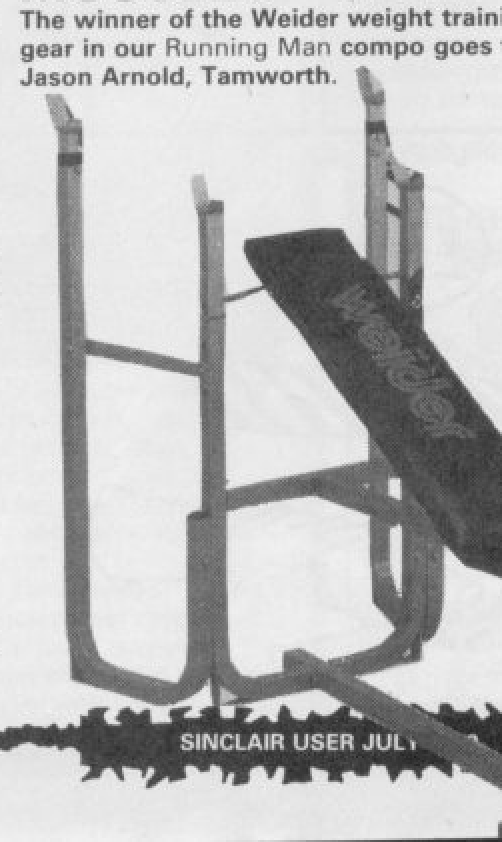
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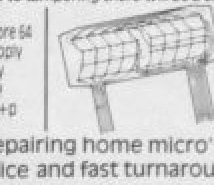
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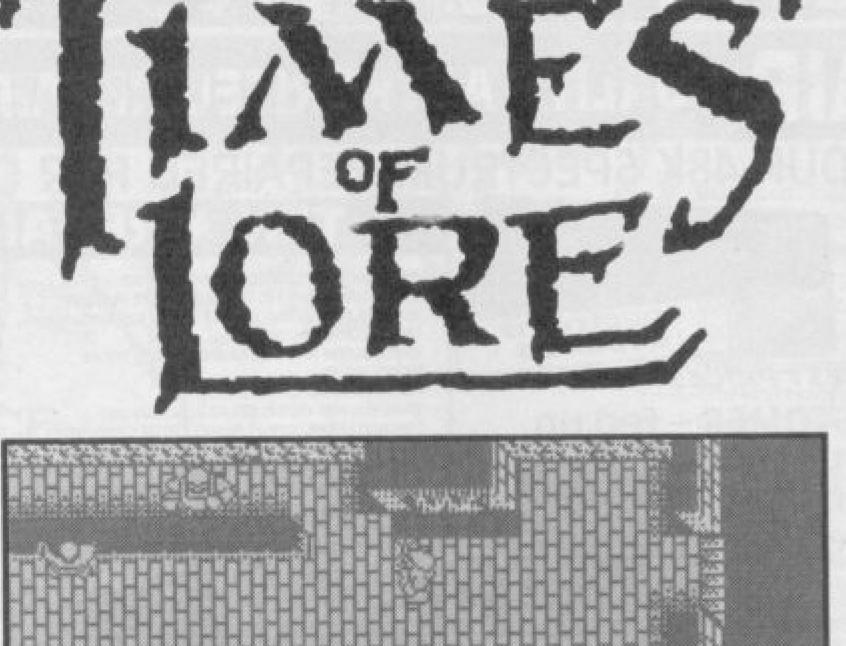
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GAMES REVIEW!

TIMES OF LORE

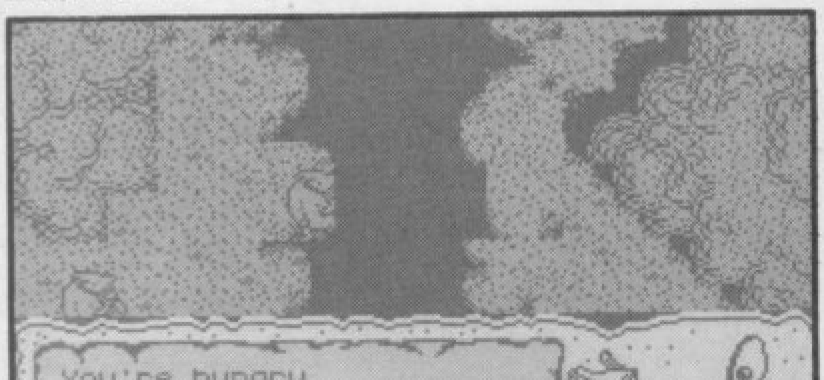




Anybody will tell you that, when Times of Lore **was released on the C*mm*d*r* 64, just before Christmas, it leaped instantly into my top ten fave games of all time, and I couldn't wait to see how it would come out on the Spectrum. To me, it had all the makings of a perfect game, and indeed, it still does.**

One thing Origin have done incredibly well, especially when you consider this is their first Spectrum game, is capture all the best elements from three genre of computer game, and put them together to create a game that requires a bit of thought to play, but still has enough widespread appeal to make it an instant hit.

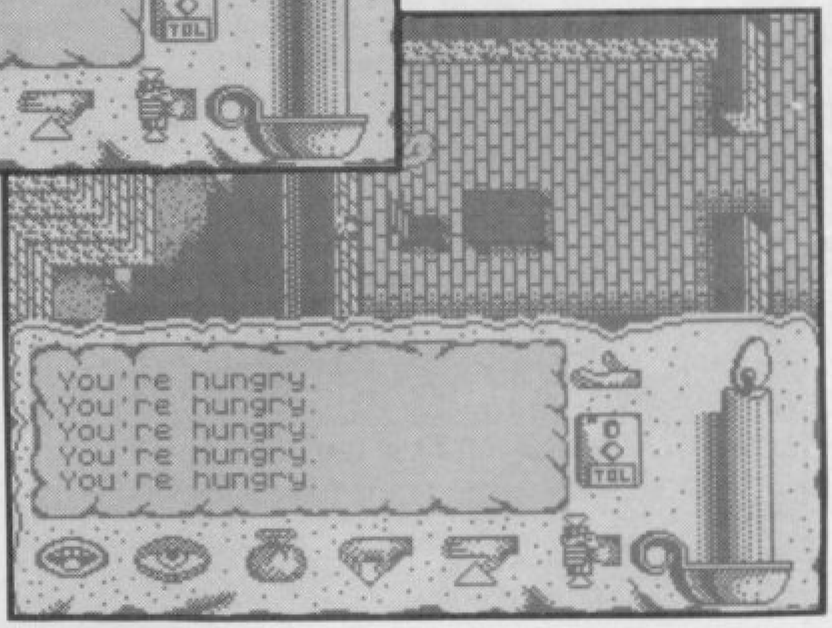
Times of Lore **casts you an an adventurer (you choose which: Knight, barbarian of valkyrie), who, at the start of the game, as with so many of Origins earlier products, has no aim. This is soon rectified as,. when you stagger out of bed and walk down to the first floor of the tavern where you have slept the night, you bump into a local priest, who gives you your first job. Rescue a treasure from a band of orcs, who are camped north of the city. You accept this task, and set of instantly.**



There are really two ways to plan TOL. **Firstly, you can play it as a straight arcade game, just running around the 13,000 (yes, you read correctly) locations, killing everyone in sight. Fun though this may be, it can get boring. Alternatively, you can start taking advantage of the real game.**

Part arcade, part RPG, part adventure, TOL **is full of puzzles, but never confusing or illogical. Most of the game has you following orders, completing tasks and not getting killed. This may sound a little dull, but there's a bit more to it than that.**

Conversation is the key to gaining information, and words are the key to winning the game. You can chat with everybody you meet, via the icon system at the bottom of the screen. Click on the icon of the mouth, and a menu will appear with a number of options. Select 'Ask Question' and another menu will appear. This contains all the things you can currently ask people about. Select one, and if you are talking to the right person they will tell you something of interest. The original topic now dealt with, it disappears from the menu to be replaced by a new keyword.



The graphics are fine. Large, well drawn sprites walk around realistic looking scenery that scrolls quite well in four directions. Colour has been used to excellent effect, and it basically looks a lot better than I ever expected.

An incredibly competent conversion. Still, more or less a perfect game. Wonderful graphics, sound and playability and enough game hidden away in there to keen anyone going for weeks. Looks like Origin are going to have a good time in the Spectrum market■

FAX BOX

ARCADE REVIEW

TIMES OF LORE Label: **Origin** Author: **Imagitec** Price: **£9.99** Memory: **48K/128K** Joystick: **Various**

A perfect blend of Arcade, Adventure and RPG. Super!

Reviewer: Tony Dillon

GRAPHICS	SOUND
88	86
94	96
PLAYABILITY	LAST ABILITY

OVERALL **90**


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BLUE

Intelligent Design was set up as a development centre for Software Communications Limited, the parent company of Screen 7. Previously, Software Communications' boss, David Martin, had been using freelance programmers and artists, but despairing of extended holidays taken at a moment's notice, he felt their talents could be better directed from an in-house environment. Surprisingly, the programmers jumped at the chance when the offer of full time employment was made.

After Dave had carried out some extensive market research (he asked his kids what their favourite film was), the licence to the film **JAWS** was obtained, and the programmers set to work designing a game spec. Typically this involved



many viewings late into the night, with only beer as assistance.

From these sessions a large number of suggestions were put forward as to the type of game to be written. The "munch 'em up" was a popular choice, but it was felt it would be a little tasteless graphically.

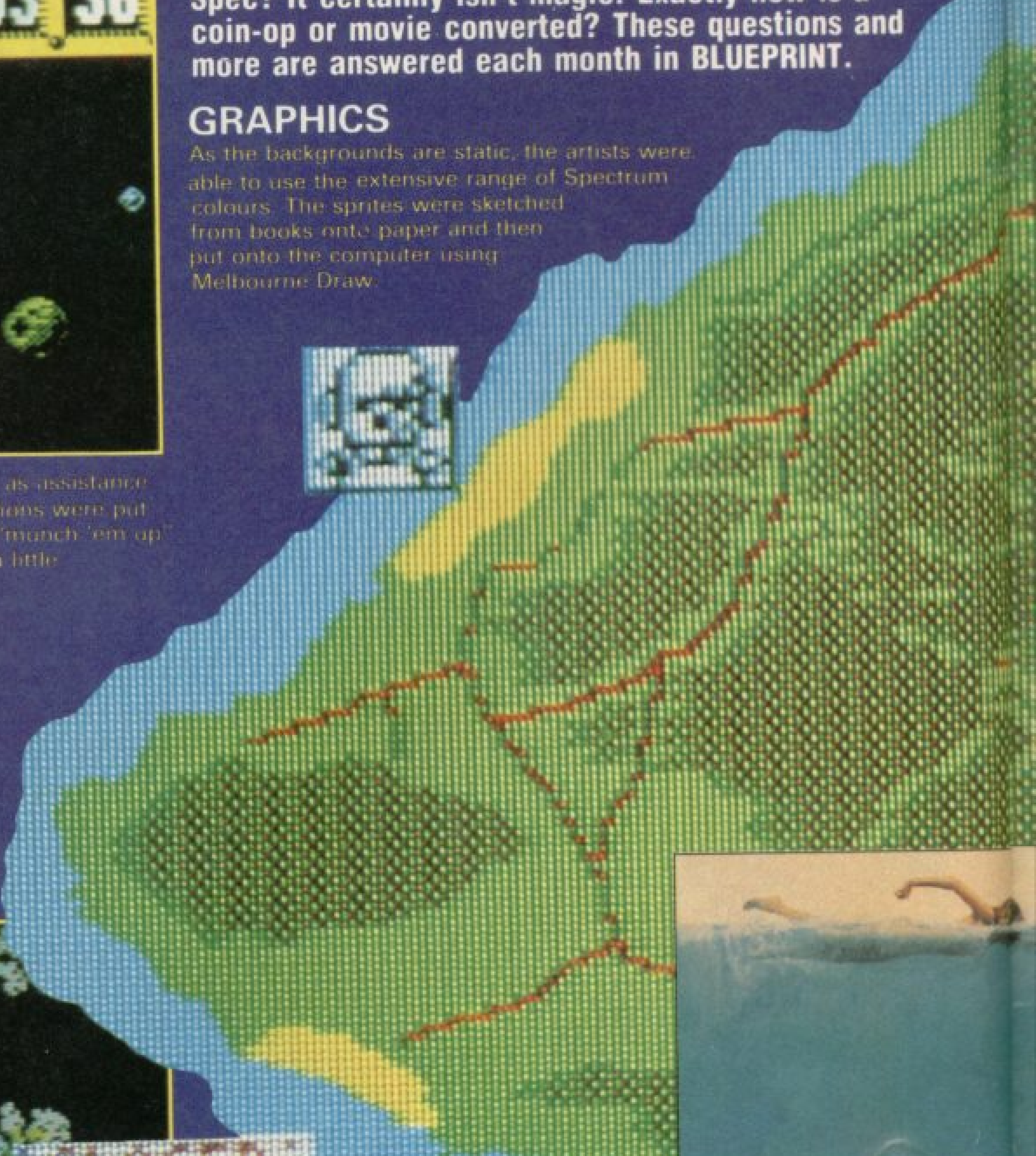
Eventually, **JAWS** took shape in its current form as an arcade strategy, shoot 'em up. While the arcade action was being designed by Rob Henderson, an avid shoot 'em up fan, the strategy elements evolved from the initial ideas of the ID team.

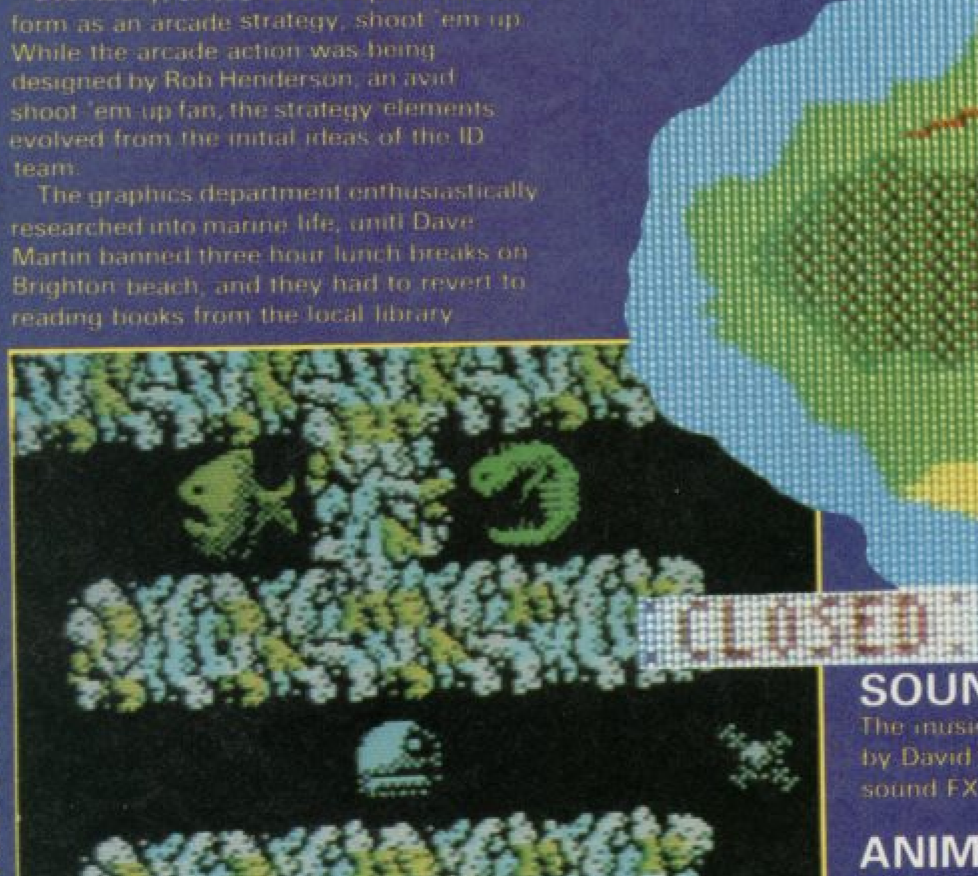
The graphics department enthusiastically researched into marine life, until Dave Martin banned three hour lunch breaks on Brighton beach, and they had to revert to reading books from the local library.

How do the games we all marvel at appear on the Spec? It certainly isn't magic. Exactly how is a coin-op or movie converted? These questions and more are answered each month in BLUEPRINT.

GRAPHICS

As the backgrounds are static, the artists were able to use the extensive range of Spectrum colours. The sprites were sketched from books onto paper and then put onto the computer using Melbourne Draw.



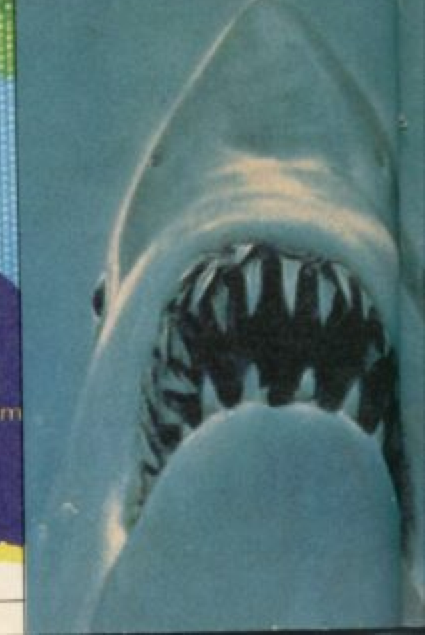


SOUND

The music was done by David Whittaker, sound FX by Jas Austin

ANIMATION

The animation runs at 25 frames a second. Most sprites have three or four frames of animation. There are no real problems with sprite colours and we have up to 20 objects on the screen at a tim



PRINT

SPEED

To ensure a good speed of movement onscreen we either limited the number of objects onscreen or increased their step rate.

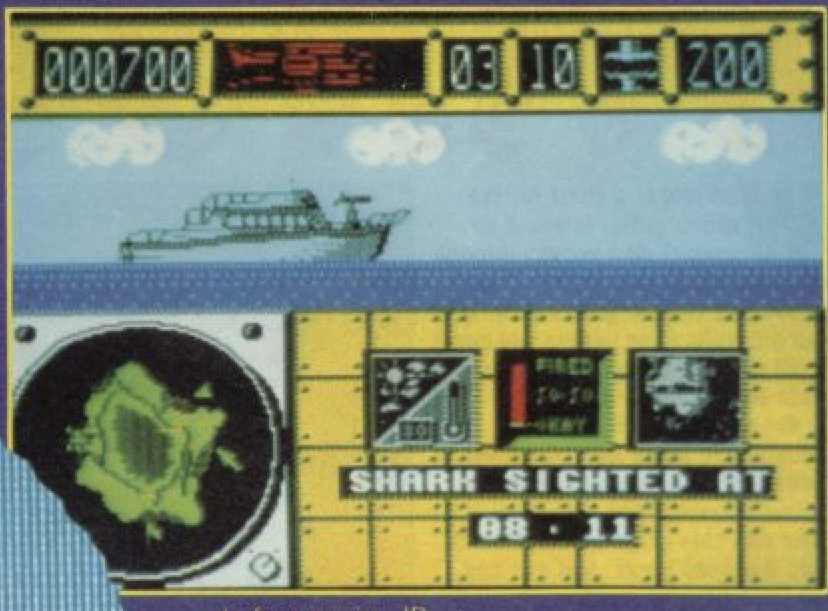


PROBLEMS

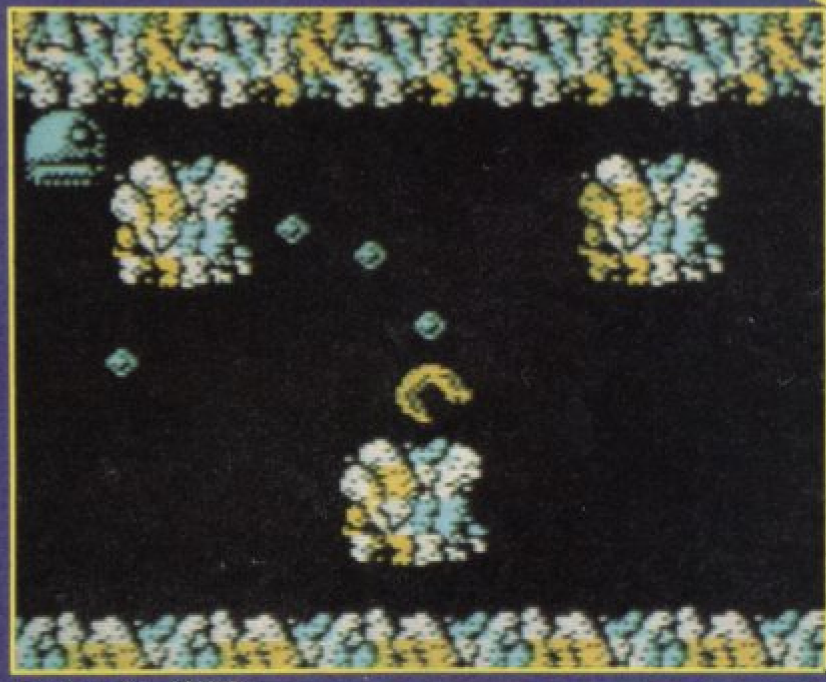
The major difficulty was finding someone prepared to type in the nasty movement data. A mind-numbingly dull task, that even accountants would turn away. The results of this painstaking exercise, however, are very worthwhile.

THE PROGRAMMERS AND ARTISTS

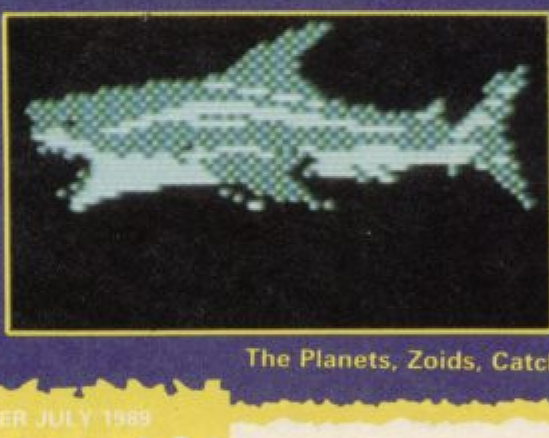
Leo Skirenko – Programmer – worked on Spectrum and Amstrad computers as a freelance programmer for a number of years before joining ID.



Dave Richards – Programmer – has been programming on the Spectrum for approx three years. His next game will be on the ST, if he ever recovers from typing in the data for **JAWS**.



Rob Henderson – Programmer – actually a C64 programmer, but was made an honorary Speccy coder for the work put into the arcade section. Previously worked for Thorn EMI's Creative Sparks and as a freelance programmer.



Malcolm Smith – Artist – has worked as a graphic artist for many years, and has had an input into a large number of games such as **The Planets, Zoids, Catch 23** and **Yogi Bear**.

OTHER VERSIONS

The arcade section was first designed on the C64 and then converted to the Spectrum. The strategy was copied from the Atari ST.

GAMES REVIEW!

RICK DANGEROUS

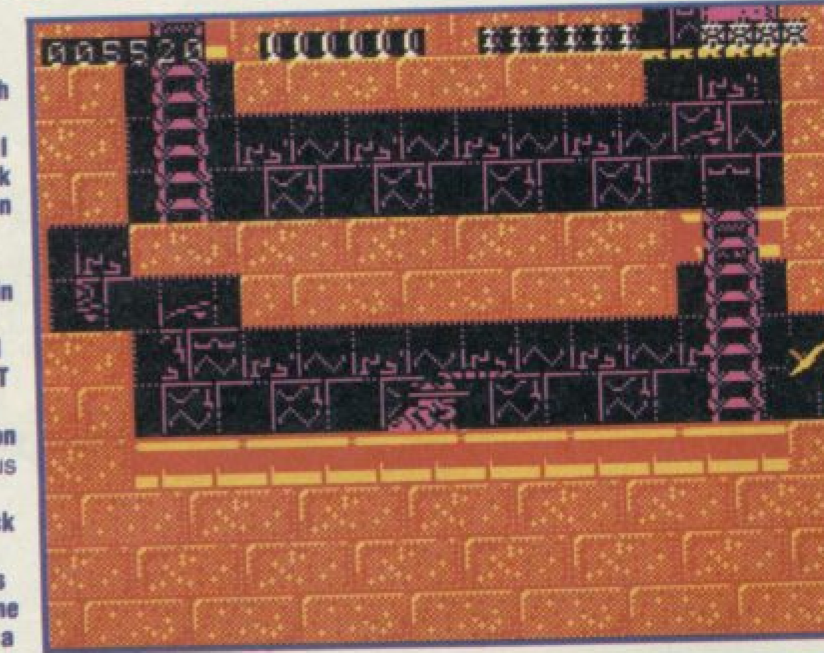


Well this is a first! Al, the office girlie, is about to embark on a journey through her very first games review. I'm absolutely crap at games playing, I get all excited one minute and muck it all up or I get angry when my man gets shot or blown up.

But fear not, this time I've managed to leave the games den in one piece after playing Firebird's latest release, Rick Dangerous. I first saw this game on the Atari ST and it looked great. And you can smack my legs if the Speccy version isn't just as good. Rick Dangerous looks ruddy marvellous.

So what's it all about then? Rick looks like a midget version of Indiana Jones and level one starts just after Rick has crashed his plane in the Amazon jungle. Spotted by a bunch of raving mad tribesmen Rick ducks into a nearby temple to escape them, but the wiley wildmen are close on his tail.

Armed with a stick, a gun and some dynamite, Rick runs around the corridors of the temple fighting off the baddies. To shoot his gun you have to hold the fire button down and push the joystick up, no problem. But when it comes to using your stick (pushing joystick down and moving left or right) you have to poke the baddie at least twenty times before he falls over, a bit tedious though it serves as a useful lesson not to waste your ammo.



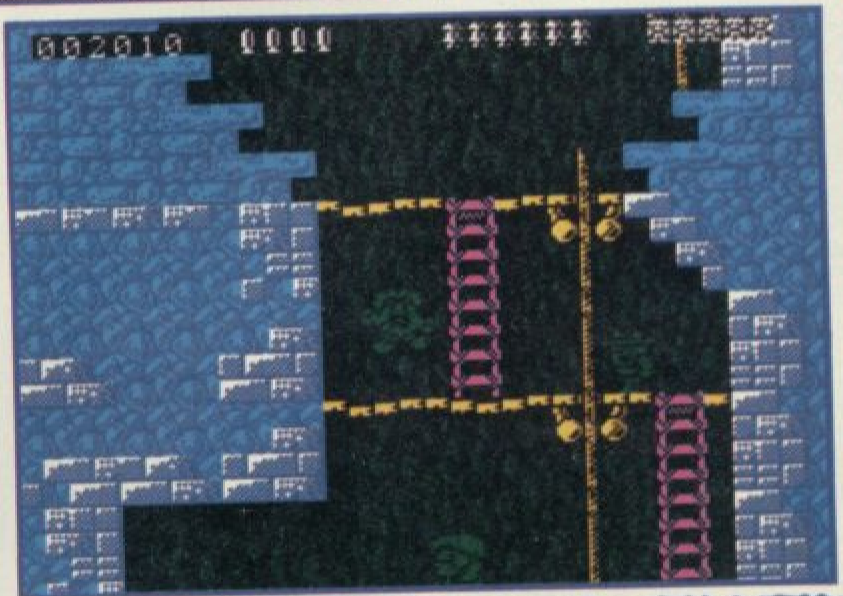
The graphics are clear and considering the amount of colour used there is virtually no attribute clash. The scrolling is very smooth and produced hardly any flicker.

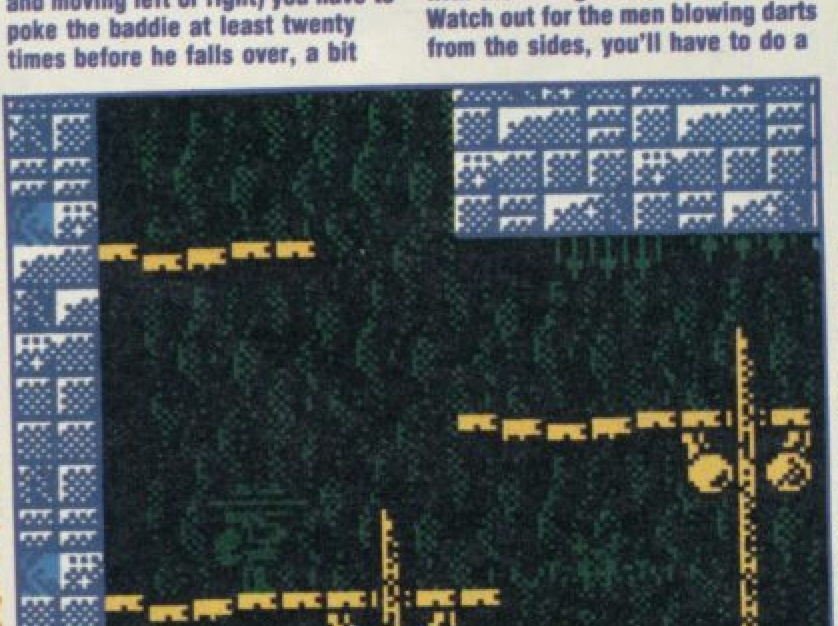
You want to avoid are the pinky spikes sticking out of the ground and the masses of green lumpy stuff on the floor, which tend to merge in with the background, so be careful. Watch out for the men blowing darts from the sides, you'll have to do a bit of ducking there. Lastly, remember if you lay some dynamite by pulling the joystick down you'd better run away from it pretty quick or it'll blast you right off the screen.

There are four levels to get through, in all and they take Rick to Egypt to help recover the priceless Jewel of Ankhel; to a PoW camp to rescue some allied soldiers, and lastly Rick takes on a bunch of soldiers preparing a missile attack on London – what a boy!

It was great fun. The graphics are really clear and the colour was put to good use. This game consists of 85 screens so it took me ages to get through the lot.

Rick may not be as hunky as Harrison Ford but he's certainly got me hooked – oi Rick come here and give us a snog■





ARCADE REVIEW

FAX BOX

RICK DANGEROUS *Label:* ***Firebird*** *Author:* ***In-house*** *Price:* ***£9.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various*** *Reviewer:* ***Alison Skeat***

GRAPHICS	SOUND
80	60
85	83
PLAYABILITY	LAST ABILITY

Great 'Indie' style adventure a definite SU fave

Reviewer: Alison Skeat

OVERALL 85

10 20 30 40 50 60 70 80 90

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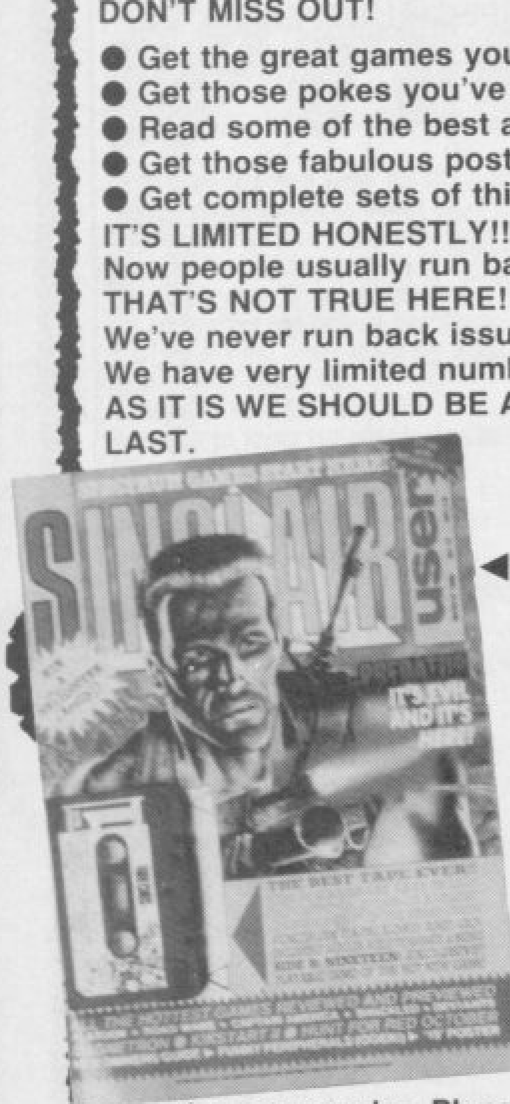
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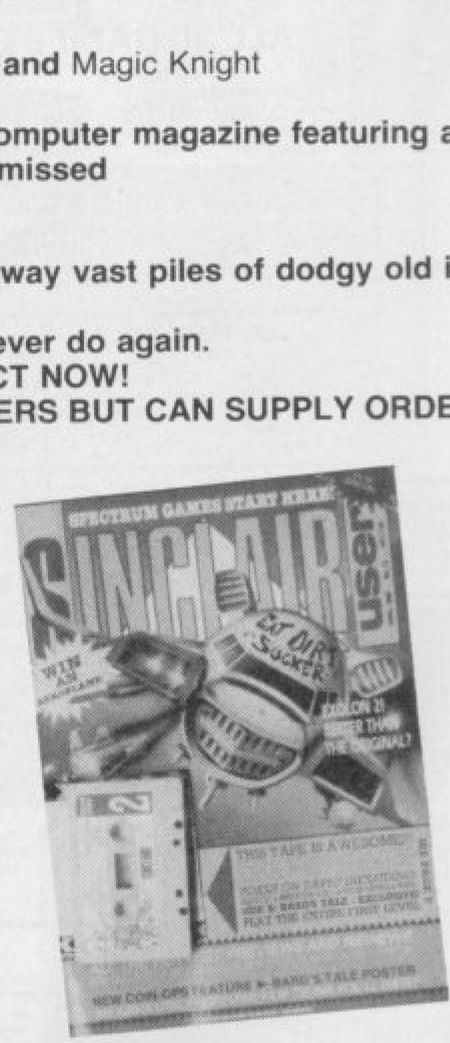
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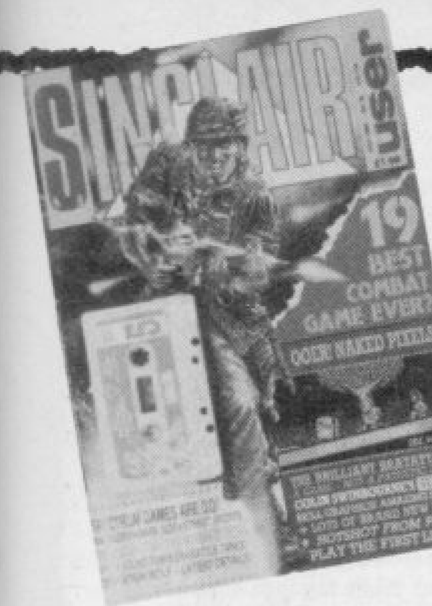
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MAY 1988
MEGATAPE THREE
FEATURED: DAN DARE II SPECIAL GAME. **PLUS 100 POKES. PLAYABLE DEMO:** STREET FIGHTER **FROM US GOLD** ▼





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FEATURED: HYPERACTIVE **FROM SPECIAL FX. 20 POKES INCLUDE:** KARNOV, ENERGY WARRIOR, DAN DARE II, FRIGHTMARE, GHOSTBUSTERS, BUGGY BOY, MAGNETRON, GOTHIK, XARAX, **ETC. PLAYABLE DEMO:** SKATE CRAZY **FROM GREMLIN** ◀



JULY 1988 ▲
MEGATAPE FIVE
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MEGATAPE SEVEN
FEATURED: AMAUROTE **FROM MASTERTRONIC. POKES INCLUDED:** MARAUDER, BARBARIAN, ASTRO CLONE, MICKEY MOUSE, OCTAN, OVERKILL, STUNT BIKE SIMULATOR **AND MORE. PLAYABLE DEMO:** DALEY'S OLYMPIC CHALLENGE **PLUS FREE FOX BADGE! ▼**





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MEGATAPE TEN
FEATURED: THREE COMPLETE GAMES! FINDERS KEEPERS/ SPELLBOUND KNIGHT TYME. **PLAYABLE DEMO:** TECHNO COP **AND COMPO ON TAPE!**

FEBRUARY 1988
MEGATAPE TWELVE
FEATURED: BLOBOCOP **FROM PLAYERS FANTASTIC ORIGINAL GAME! PLAYABLE DEMO:** XENON **FROM MELBOURNE HOUSE (PLUS** SAM COUPE **DETAILS) ▼**

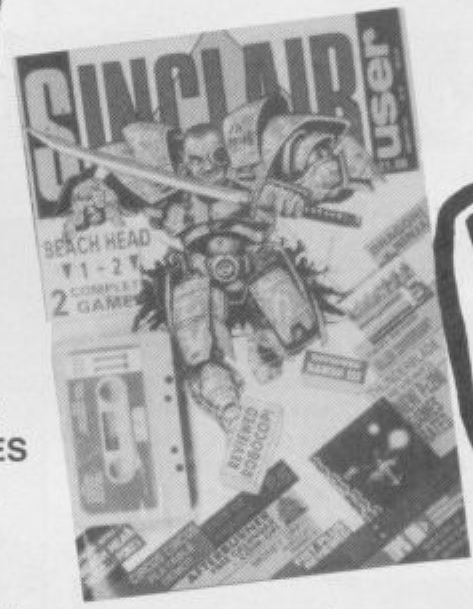




AUGUST 1988 ▲
MEGATAPE SIX
INCLUDED: ASTRO CLONE **FROM HEWSON. POKES INCLUDED:** BEYOND THE ICE PALACE, FOOTBALL MANAGER II, BRAT ATTACK, GRYZOR, FURY. **PLAYABLE DEMOS OF:** VIRUS, BARBARIAN II **AND** MOTORBIKE MADNESS.

OCTOBER 1988
MEGATAPE EIGHT
FEATURED: DEVIANTS **FROM PLAYERS. POKES INCLUDED:** THE DARK SIDE, VIRUS, EMPIRE STRIKES BACK, DEVIANTS, 19 – PART ONE. **PLAYABLE DEMO:** TYPHOON. **▼**



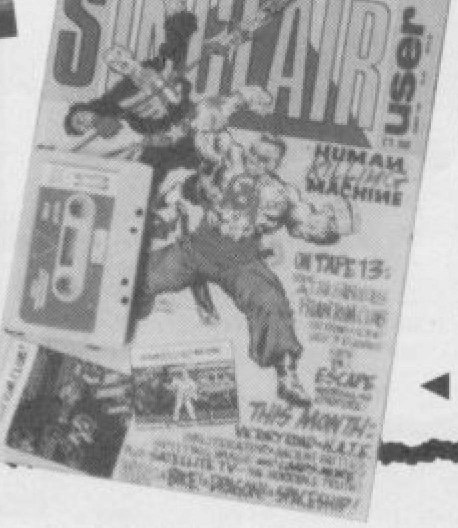


JANUARY 1989 ▲
MEGATAPE ELEVEN
FEATURED: 2 COMPLETE GAMES! BEACH HEAD 1 AND 2 **FROM US GOLD. POKES INCLUDED:** FINDERS KEEPERS, SPELLBOUND, KNIGHT TYME, SAVAGE, DRACONUS. **PLAYABLE DEMO: CIRCUS CIRCUS FROM MARTECH.**





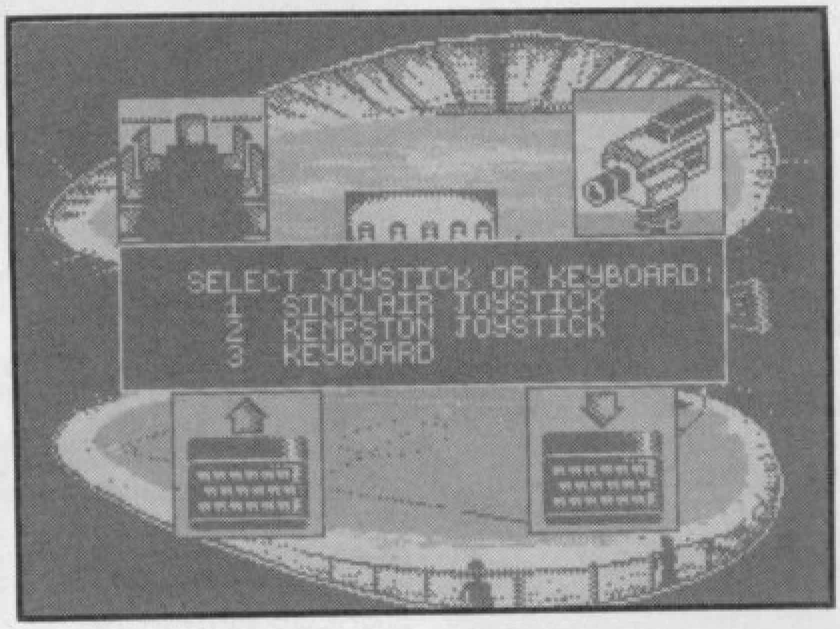
NOVEMBER 1988
MEGATAPE NINE
FEATURED BEAR A GRUDGE **ORIGINAL GAME. GIANT** OP WOLF **POSTER. PLAYABLE DEMO:** OPERATION WOLF!!!!
◄



MARCH 1989
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INCLUDED: 2 COMPLETE GAMES PHANTOM CLUB **FROM OCEAN (FAB ARCADE ACTION)** ESCAPE **FROM TARTAN SOFTWARE**
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GAMES REVIEW!

KENNY DALGLISH'S SOCCER MANAGER

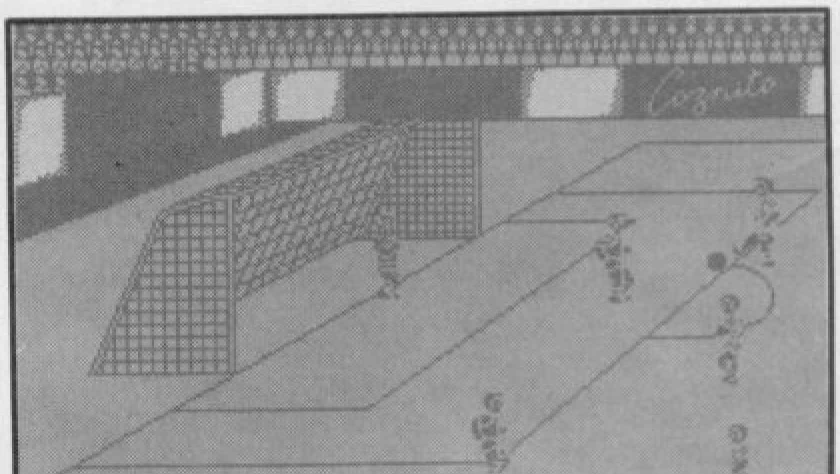


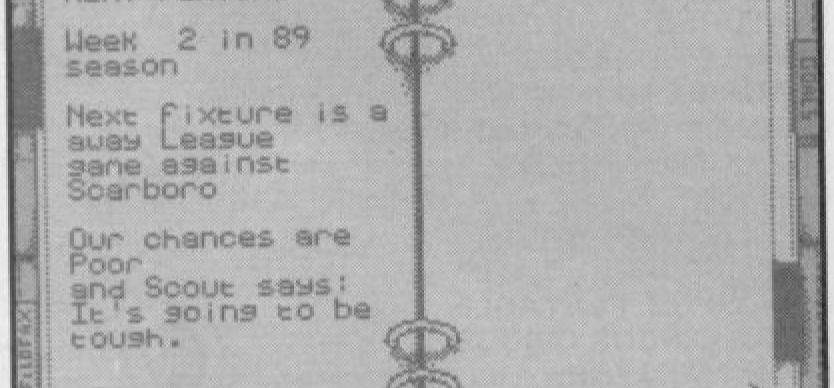
Talk about a bit of unfortunate timing! Kenny Dalglish Soccer Manager **manages to appear after Georgie Graham's boys successfully win the league in the most dramatic way ever. In fact, I bet ol' Kenny's a bit sick.**

Which goes some way to maybe explaining why Kenny's game seems a little bit lacking in enthusiasm and action. Well, I'll be honest, it's pretty poor. If this is the way that Kenny manages his boys, then it's a wonder they're as good as they are.

Unusual for this type of game, KDSM **is fully icon controlled, and not your ordinary little monochrome icons either. These are large colourful portraits, designed to let you know exactly what it is you're selecting. For example, on the screen where you talk to members of the board, everybody is drawn in stereotype. The chairman is a fat, balding man with a tie and a serious expression. Your scout is a lovable chirpy cokney with a flat cap, and your accountant is a short jewish guy with glasses (well, mine is?)**

Players are presented by name, position and ability. Ability is a score between 1 and 99, the higher the better. An average is worked out of the eleven players picked and this tells you how good your team is. A good score for a fourth division team is 50. It's interesting that you are never offered players with a score over 45 when buying from the transfer market (you get a choice of two players between every match by your scout), which basically means that it's impossible to get an average of more than 45.





The graphics are pretty hot throughout most of this game. As I've said, all the icons are large and very colourful and the backdrops are great too. The only thing I don't like in the entire game is the animated bit. As with almost every commerical football game at the moment (by commercial I mean non-mail order) you have the option to see highlights of the match. This consists of a monochrome view of the goalmouth with lots of large badly animated characters running around slowly. A ball jerks about the screen before curling past the goalie and bouncing into the back of the net. The crowd must have a pretty boring time as all the goals are scored the same way!

This game is only spoiled by the fact that it's rather repetitive. There seems to be no variety at all. You don't really have that much control over what happens. The simplicity of the game is probably to blame. While other games list a player's stamina, speed or shooting rating, all you get with KDSM is one measley ability rating, so you just don't feel like you're really getting involved. While the icon-control and playback features are worthwhile, a far greater sense of involvement would have been achieved had the players been endowed with more diverse or detailed attributes. Kenny Dalglish Soccer Manager **could have been a good game, if it wasn't for the fact that there isn't much of a game in it. Nice piccys though■**

ARCADE REVIEW

FAX BOX

KENNY DALGLISH'S SOCCER MANAGER *Label:* ***Cognito*** *Author:* ***In-house*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
78	65
50	53
PLAYABILITY	LAST ABILITY

An attractive looking game, with little personality

Reviewer: Tony Dillon

OVERALL **57**

10 20 30 40 50 60 70 80 90

64

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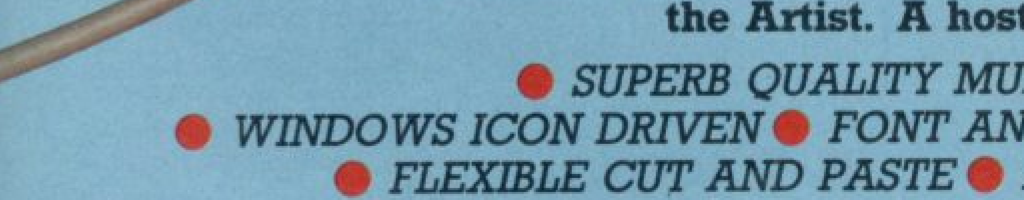
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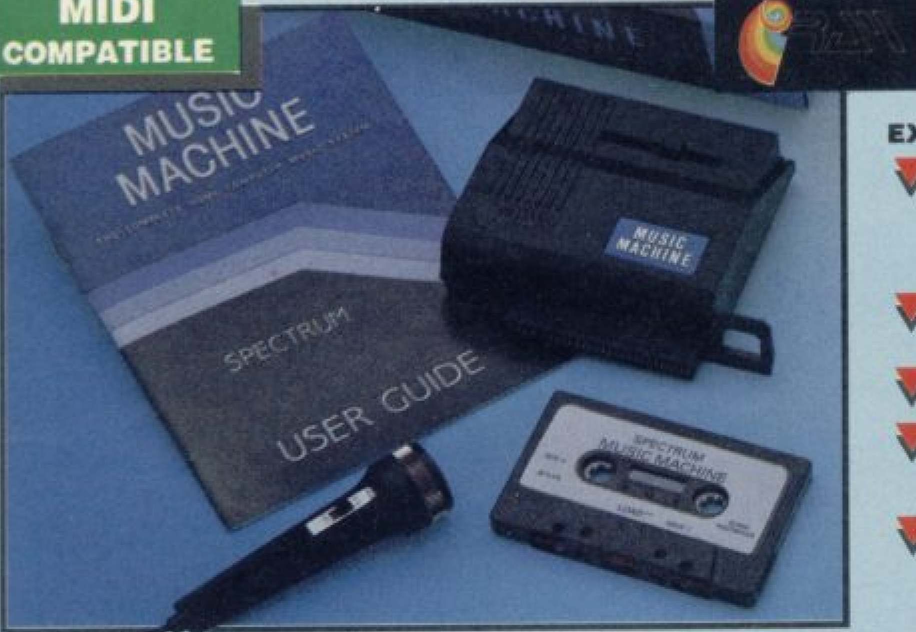
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TH



Greetings mortals, from my sunny abode in the northern part of the realm. My dictionary defines a Sorceress as one who is skilled in the art of magic, either black or white. What it doesn't mention is that we white sorceresses (no black magic here, can't stand the stuff) are also trying to be skilled in the art of surfing. No mean feat with a sword like mine, I can tell you. Throw away those skate boards, try the real stuff and catch a wave with the rest of them. And if you fall off you can always cast a spell to turn the nearest lifeguard into a mouse and then go and kick sand in his face. Seven ounce weakling! Actually, there are immense difficulties in this surfing business, like staying on the board, that sort of thing. However, we sorceresses are nothing if not determined, so we shall persevere. Whether we ever make it to Waikiki and surf along with the music of the Beach Boys blasting out is another matter, but time will tell. Surf's Up! Aloha! back to the column . . .

Dips arm into voluminous mail-bag, what do we find?

Ah, this letters addressed to yours truly, and, yes, I can just see them, two jiffy bags. We'll have a look at those first, jiffy bags usually mean GAMES and that should mean fun for one and all. Sigh. Why do people ruin jiffy bags by using several thousand staples to seal the top? Half a dozen would do, my nails will be ruined in weeks.

You know, there are times then I wonder whether people are having me on. Having a laugh at the expense of a humble Sorceress, the wicked things. I mean, can you believe a company called Armageddon and Cream Software? With a person bearing the name Leslie B. Floyd at the helm? Is this real? I've heard of a band called Cream (featuring a baby faced E. Clapton on guitar), and a band useually referred to as Floyd (come back Roger, all is forgiven), but Armageddon is a new one on me. Something to do with Iron Maiden, perhaps? It's beyond me, so we'll take a look at the game instead.

It's called **Space Detective 2: Home Run,** and some of you may remember the original **Space Detective** game reviewed in the summer of 1986 by this illustrious magazine. This, needless to say, is the follow-up, with spelling mistakes corrected this is the introduction: "Following the successful completion of your assigned directive in the original **Space Detective** three years ago, you decided to take a leisurely trip into the Andromeda Galaxy on the mining craft Pegasus IV. The leisure facilities ('lesiure facilitys' indeed! – Sorceress) on the ship weren't great, but at least it was cheap. Unfortunately, while exploring the lower decks of the ship, you were caught and suspected a spy, an offence punishable by termination. You were put into Cryogenic sleep for the duration of the home run back to Earth, where you would be taken to trial. Waking up, realising there was not a soul about was

DANGER MOUSE – Go down the mousehole, enter the dungeon, keep the tongs, enter the passage, go south, go south, go south, go south, climb up to the ledge, take the key, climb down the ladder, return to maze, go north, go north, go north, go north, take knife, enter passage, go south, go west, go along the passage, climb up the steps, explore further, climb up the skeleton, again, jump to the balcony, examine the portraits, release the catch, go to the right, go out onto the cat walk, put the mirror in the slot, enter the observatory, examine the machine, press the green button, press the red button . . . and we have reached The End. Congratulations to Mrk Derham for all his sterling work.

GNOME RANGER – Only part three to go now! Examine gate, southwest, west, in, west, west, unlock door, west, take icechild, put icechild into sack, east, south, south, south, "icejester, follow me", "icepeople, follow me", go to icefall, wait (until everyone turns up, then SAVE because of crucial timing), "icejester, push icefall then wait then push icefall then wait then push icefall", "icepeople, push icefall then push icefall then push icefall then push icefall", drop sack, south, wait (while the river lowers), east, take ruby, west, north, put ruby in sack (and save again as timing is crucial, keep repeating commands to icejester and icepeople), south, wait (until water lowers), east, take key log, west, north (should hear cheering, war is over), take sack, go to penguin, take egg, "penguin follow me", go to west bank of lake, "penguin, wait", southwest, south (when penguin jumps on icefloe say), "penguin, go east" (repeat until get to iceberg), take sapphire, stand on icefloe . . . will be finished next month.

E SORCERESS

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quite worrying. The Pegasus was not yet docked at Earth, the emergency system wakes all cryogenical sleepers at times of danger. What do you do? You detect . . . Space Detective."

Yes, well. Graphics, mmm, three different character sets, jolly good, ramsave and ramload, I should hope so too, parser seems reasonable (of the "speak into microphone", "throw dart at pip", "look through hatch" variety), oh no! You have to sometimes do things "carefully", ooh, I dislike that. "Carefully crawl west", aargh! If you were going to crawl west carefully you WOULD crawl west carefully, it seems to me, you don't have to type the thing in. Judging by the spelling mistakes this chap probably works for **The Grauniad,** but it's okay really I suppose. Nothing exceptional (but better than some), it costs £3.50, and is available from the aforementioned A. & C. Software, 37 Millriggs, Corby Hill, Carlisle CA4 8QP. 50 pence of that £3.50 goes towards the Wishing Well appeal for G.O.S.H., it says here. I still can't get over the names, myself.

Turns to second jiffy bag. Ah, a little booklet. Conjures up cup of coffee and starts to read . . . about a game called **Snap,** part one of **Snap Crackle Pop.** Despite the awful title we are dealing with drugs here, and you take on the role of a spy who must uncover a drug-dealing organisation, catch them in the act, gather up evidence against them, etc. You have a choice of three Special Agents (be brave, be British!), but whichever one you choose you have an assistant by your side. Well, he's by your side until you tell him to go off and do something. Dwight Stables, his name is, it seems to be names' month this month. All the usual commands are here, like ramsave and ramload (which, like others, can be abbreviated), oops, draw, brief and verbose, graphics on/off, and a million others, or so it seems from the helpful booklet.

The screen display can get a mite cluttered if you've got every possible feature turned on, but then you don't have to have a complete list of objects, exits etc, at every location if you don't want. A well thought out PAWed game, and at a cost of £3.00 it can be obtained from Garry Cappuccini (sounds like a sort of coffee . . . sorry, Garry!), 34 Pilkington Avenue, Sutton Coldfield, West Midlands B72 1LA. If you want a laugh try being a Polish agent. Nothing against Poles, but this one seems to have a pole for a brain. Got the IQ of a fencepost, as they say, all the lights on but no-one's at home.

KNEW there was something else I meant to tell you about this month, apart from completing the pre-release version of Level 9's new adventure **Scapeghost,** which should be coming out fairly soon. Completed with great help from Level 9 themselves, I might add, it would have taken a lot longer to solve it if it hadn't been for the mass of useful material they sent. Thanks, chaps.

The news concerns Level 9, and their **Lancelot** game. Those of you who bought it may remember the Holy Grail competition that accompanied it, you may even have entered it, I don't know. Bad news, it's been won. A chap called John Sweeney, a computer systems engineer, tracked down the hiding place of the £5,000 replica of the Holy Grail, and located it at the Berne Abbas chalk figure in the Dorset Hills. Having seen the solution, anyone who answered all the questions correctly fully deserves their prize, talk about complicated! Well done, John.

Just as I was dragging this information from the files, another letter came out, must have been put there by mistake. One Conrad Callan is considering setting up a **PAW** user group/club, with newsletters and/or meetings if that can be arranged. This is for Ireland only, although I daresay he wouldn't mind if other people joined in. The address to write to is 5 Glenpark Drive, Palmerstown, Dublin 20, Eire.

Finally, issue 2 of Spellbreaker (see last month) arrived. Much improved!

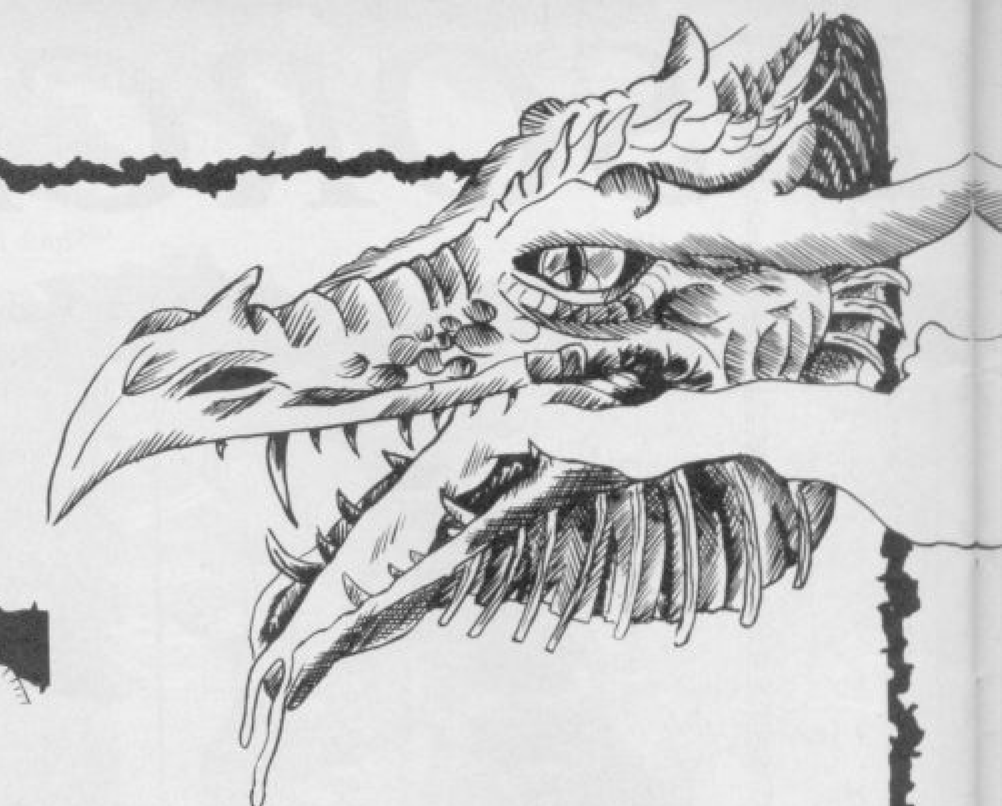
Bye!

WITTS END

KNIGHT ORC **(part one)** – Can't get off horse at start? Wait until you're knocked off it. Can't find anywhere to go? Climb vine at castle. Drawbridge keeps killing you? Throw anything at it. Green knight keeps killing you? Kill his horse with a weapon. Can't get down the well? Tie rope to roller then down. Hedge is in the way? Put mat on hedge then north. Hunter kills you at crossroads? Tie rope between two signposts. Hermit won't give belt that he's wearing? Give him some gold then get belt. How do I cross the viaduct? Tie rope to spear, then throw at ring. Everyone attacks you? Don't hang about too long! Everyone keeps stealing the gold you've collected? Hide it or take it back, using the chest or the bucket.

BLIZZARD'S PASS – Cannot find earth spell? Examine body. Cannot find teleport spell? Look in tin and examine tin. Cannot get across channel full of lava? Use sorcery (blast spell). Still cannot get across? Use plank after casting spell. Problems with lava rising? Use sorcery (blast spell again). Nothing else to collect? Make way to hall of fire, touch wand to pentacle, wave wand at picture, go back to window, go outside and find Yeti. Haivng problems with the Yeti? Make an avalanche by YELLing. Need to find the tunnel? Go into cave, dig in snow. Haven't found mind shield spell? Go to icy throne hall, examine wizard. Haven't found ice wall spell? Go to royal bedroom and open cupboard. Still haven't found shatter spell? Make your way to the research room. Howhere to go from the research room? Make a hole in the roof. Cannot reach the roof? Check what you're carrying, use a chair to stand on.





PRECINCT "19"

Game on! Welcome to a new and totally radical DPS on play-by-mail, board games, role-playing and almost anything else that Tarquin cares to mention. This month he mumbles incoherently about a new spaced-out PBM, **Equinox,** and proposes marriage to some **Blood Bowl** add-ons from those intellectual giants at Games Workshop. Excited? He can hardly keep his clothes on . . .

Space Opera? I luv it!!! What?? You don't know what **Space Opera** is? Been too busy reading all that Jane Austin and those weirdo Hemmingway short stories they lob at you in English, I expect. Listen. Go out this instant and purloin yourself a few copies of the "Lensman" series written by the legendary E E "Doc" Smith – the Tolkien of the SF world if ever there was one.

Vast Battle fleet of Super-Dreadnaughts warp from Galaxy to Galaxy (no confectionery jokes this month) to laser the hell out of each other.

"Preeesenting if you please – the Forces of Dark on the left in the black spaceships and the Forces of Light, Goodness, paying your TV licence and having the car MOTed, on the right in the white spaceships. Let's have a clean fight, no shooting below the belt and when I ring the bell, come out zapping."

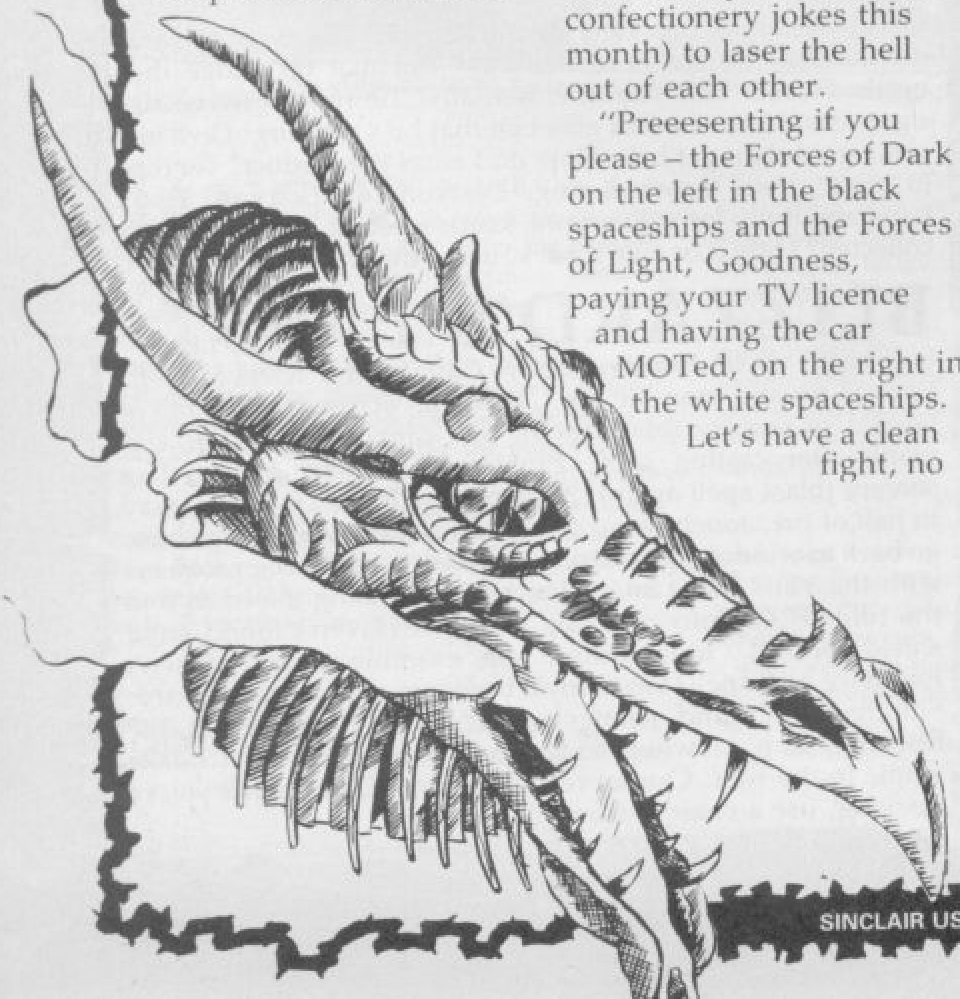
This is the stuff! Typically, the baddies are hard but a bit thick, with the goodies being multi-talented ex-wimps with degrees and diplomas coming out of their ears. Read some Harry Harrison if you want a gut-bustingly funny parody of this genre of SF writing – although having said that, it's frighteningly difficult to tell the difference between parody and the real thing sometimes.

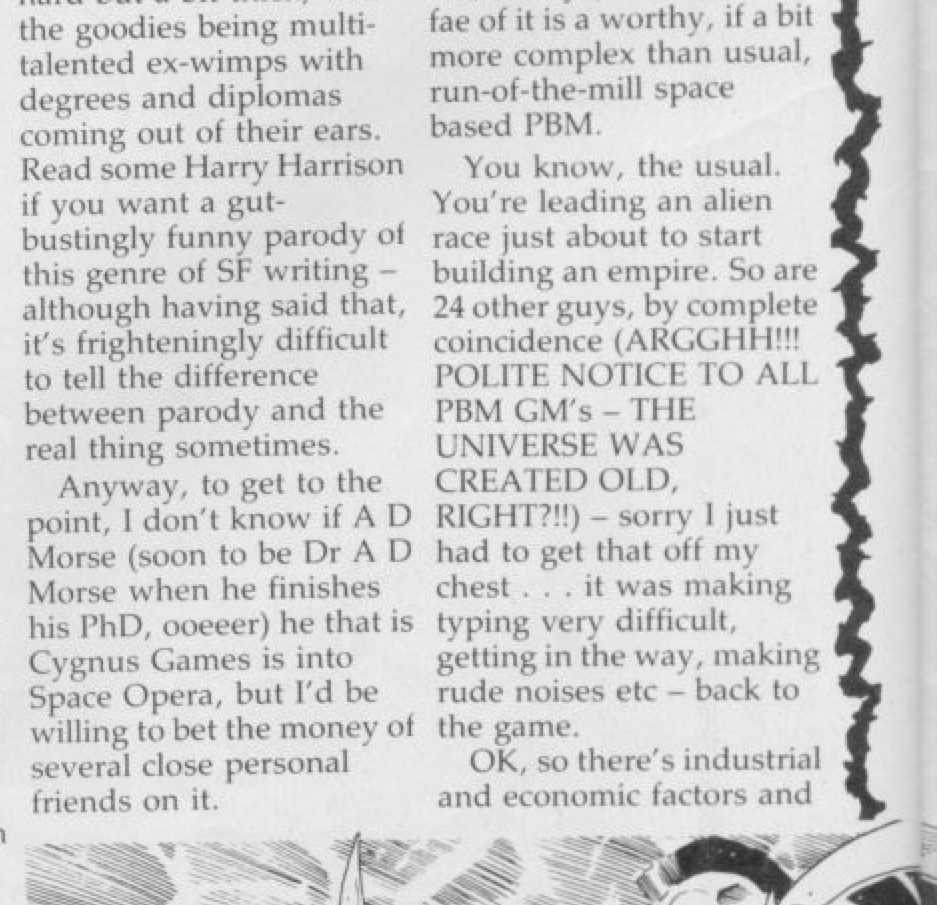
Anyway, to get to the point, I don't know if A D Morse (soon to be Dr A D Morse when he finishes his PhD, ooeeer) he that is Cygnus Games is into Space Opera, but I'd be willing to bet the money of several close personal friends on it.

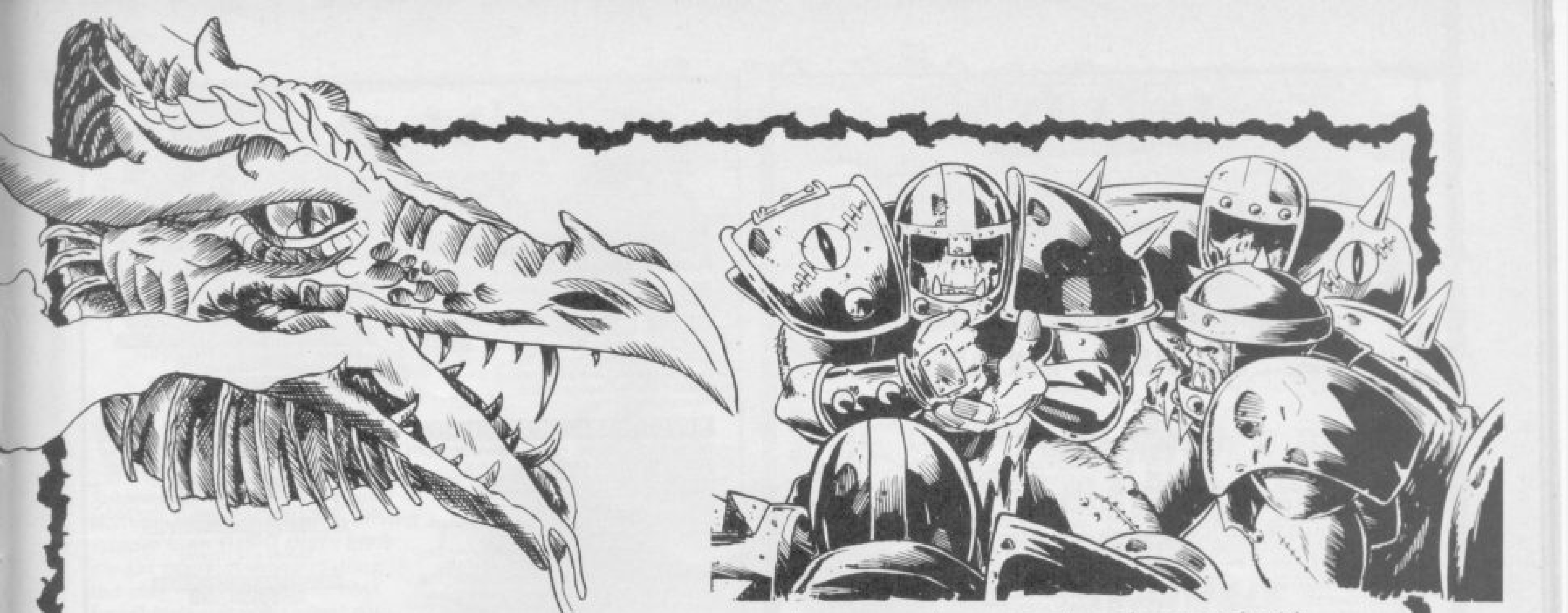
This is because, in his spare time, he runs a largely computer moderated PBM called **Equinox** (not another JMJ fan, surely?) which, on the fae of it is a worthy, if a bit more complex than usual, run-of-the-mill space based PBM.

You know, the usual. You're leading an alien race just about to start building an empire. So are 24 other guys, by complete coincidence (ARGGHH!!! POLITE NOTICE TO ALL PBM GM's – THE UNIVERSE WAS CREATED OLD, RIGHT?!!) – sorry I just had to get that off my chest . . . it was making typing very difficult, getting in the way, making rude noises etc – back to the game.

OK, so there's industrial and economic factors and







equations. There's a formal alliance structure, plus the military bit with you being able to design and build your own starships. Looks good, with a very well organised rule book that took me back to the days of SPI wargames (yes, I was the loony that tried to paly **Highway to the Reich** by post).

Anyway, you start looking at all these equations and stuff and you start to see there's a common factor in most of them – M for Militancy. This factor (you choose it as a percentage from 1 to 99 at the start of the game) is an expression of the aggressiveness of your race towards other races. 1% is extreme nancy pacifism, 99% and you go round other races saying, "didn't you spill my pint?"

On the most trivial level, this factor is used for the automatic retreat percentage when it comes to combat – so if you have a Militancy of 25%, you fleets will always attept to retreat from combat after 25% casualties have been taken. However, there's more.

The higher your Militancy, the harder it is for you to make alliances with other races and the slower you advance technologically . . . but on the plus side, it's much cheaper for you to build spaceships.

Have a low Militancy and you have the advantage of racing ahead in the technology stakes and making alliances – but it's expensive to build fleets and you tend to run away a lot. Neat, huh?

So you have the classic Space Opera situation of vast fleets of kamakazi aliens driving steam driven Dreadnaughts firing pea-shooters vs small squadrons of ultra-smart wimps with inertialess drive and antimatter beams. As I mentioned before, I luv it!!!

Not a game for the rampant beginer, due to its complexity, but if you want more details, send an sae to Cygnus Games at 71 Granby Court, Bletchley, Milton Keynes MK1 1NF. For a full rulebook and start-up (with four turns free) send a remittance of five earth pounds, with turns (fortnightly) being a £1.50 a throw after than. Note that if, after you've looked at the rules, you don't fancy it so much – return the rulebook in good condition and your start-up (less postage) will be refunded. Good that? Good . . .

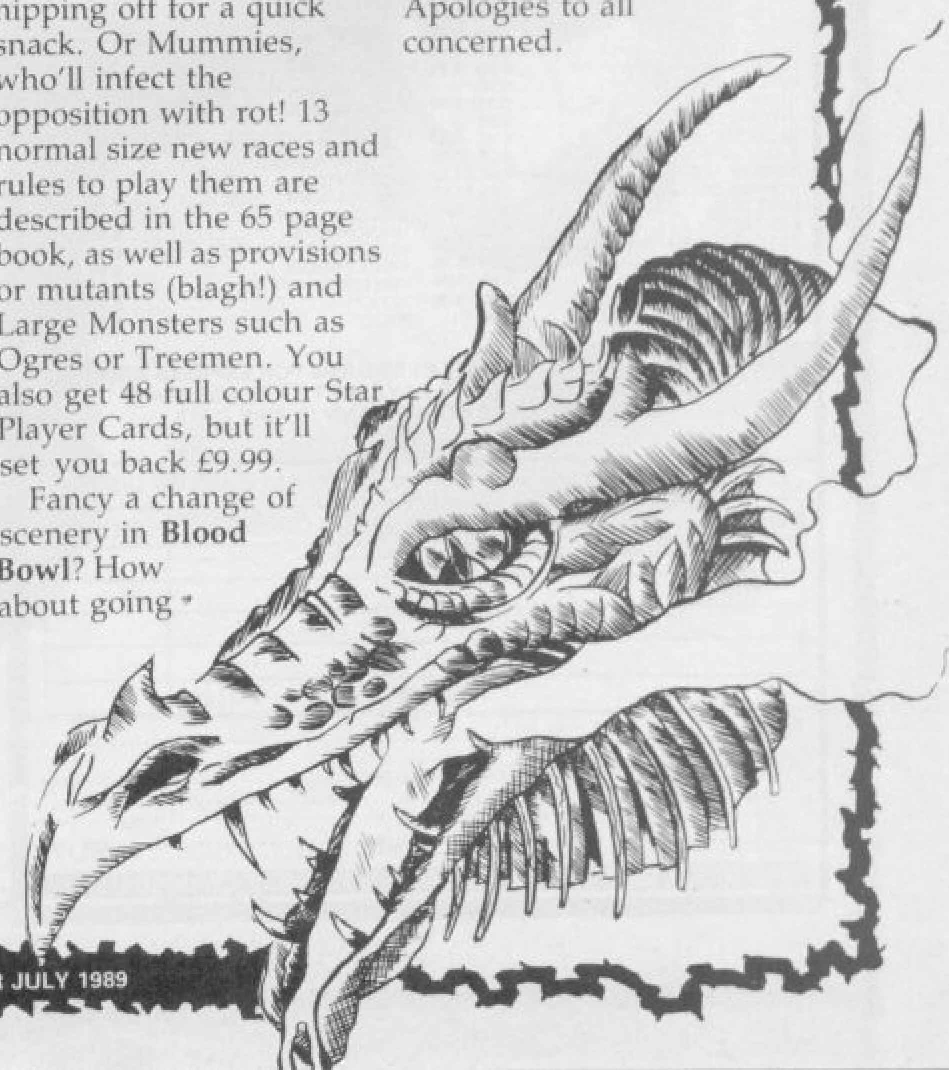
To finish up this month, I take it that you're all familiar with that completely fabby and wonderful game **Blood Bowl** by those little tinkers at Games Workshop? When are they going to make a computer game of it, eh? Well, while you're waiting for that time, add-ons are being produced by the dozen (WARNING – MASSIVE EXAGGERATION HAS JUST TAKEN PLACE). You've probably already spotted the **Blood Bowl** Companion, a hardback detailing extra rules for the basic Humans vs Orcs game. Well, not there's Star Players – some new rules for new races to get involved in the basic game and some pre-rolled character cards of, what else, Star Players!

Expand your game to include Haflings – who, when stationed on the side-lines have a chance fo nipping off for a quick snack. Or Mummies, who'll infect the opposition with rot! 13 normal size new races and rules to play them are described in the 65 page book, as well as provisions or mutants (blagh!) and Large Monsters such as Ogres or Treemen. You also get 48 full colour Star Player Cards, but it'll set you back £9.99.

Fancy a change of scenery in **Blood Bowl**? How about going underground with **Dungeonbowl**? Yup – **Blood Bowl,** with additional rules such as teleportation . . . and the fact that you have to find the ball first! Played without access to the Star Players book, you can use Humans, Orcs, Elves and Dwarfs . . . but with it, full mixed race teams are provided.

Coming with 32 plastic miniatures, playfield tiles and counters galore – this one is going to cost £12.99.

NOTE: A previous issue, detailing the game from Tingles, **Ether.** We unfortunately indicated that the game wasn't running yet. WRONG! It's up and running *NOW*. Apologies to all concerned.



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COMPETITION



I'D RATHER BE PLAYING SUPER SCRAMBLE SIMULATOR

We're motor-bikin'! Keranggg! It's so, er, exciting'! Kerranggg! Or however that old song used to go. Anywayup, whether you're a skateboard kid, a Porsche-driving Yuppie from Hell (I don't think we get many of those reading the mag – JD) or a mean BMX brainblaster, you'll enjoy the motorbikey fun to be found in Gremlin's latest effort Super Scramble Simulator.

Reviewed this issue, SSS features dual vertical and horizontal views of a challenging course full of steep bits, slopey bits, rough bits, old cars and farmyard implements. It's groovy! So groovy in fact, that apart from copies of the game we're giving you the chance to win a spiffing Spectrum Plus 3 featuring the lovely built-in disc drive.

1st Prize: **a Spectrum Plus 3, a copy of** Super Scramble Simulator **and a Gremlin T-shirt**

50 Second Prizes: **a copy of the game** Super Scramble Simulator

50 Third Prizes: **a Gremlin T-shirt to make all your friends go OOOOOoooo!**

All you have to do is answer the stupid questions and send in your entry for a chance of becoming a motorbikin' mother . . . er, person.

1) **What does T.T. stand for?**
   - **A) Test Trial**
   - **B) Terrific Team**
   - **C) Totally Terrible**

2) **Who sang the biker's anthem "Born to be Wild"?**
   - **A) Bonny Langford**
   - **B) Steppenwolf**
   - **C) Max Bygraves**

3) **Do you have to wear a seat belt while riding a motorbike?**
   - **A) Of course you do**
   - **B) Don't be silly**

SUPER SCRAMBLE SIMULATOR

ANSWERS: 1) 2) 3)

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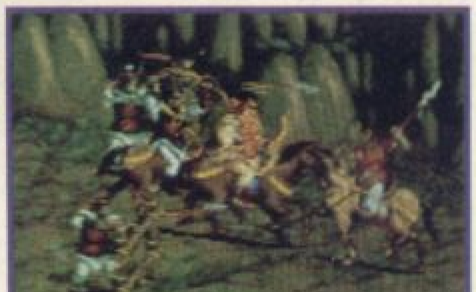
Send to: Scrambling Meanies from Hell Constest, Sinclair user, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date is June 30th and the usual rabble including Barry Sheene are excluded from entering.

Summer – it's official! Put away that thermal underwear, get those shades out of cold storage, don that Haiwian shirt and beg, steal or borrow a Beach Boys tape. OK, now get down to the nearest seaside resort and hang out along the beach, nipping in every five minutes or so for the real business of posing by the vids. Cooool or what man? Game on . . .

COI



Dynasty Wars



Anyone remember **Dallas – The Computer Game**? Errrr – I admit that my Gran told me about it once . . . Ummmm quite a long time ago, too. Which has very little to do with **Dynasty Wars,** as – surprisingly you might think – Joan Collins fails to make even the most cursory of appearances. Nor do you control Krystal who has to knock off dinner guests by throwing plates at them. (What – you missed that episode??). **Dynasty Wars** is all about the Chinese sort of Dynasty that doesn't just seem to last hundreds of years (like the soap), it really does.

In the typical **Water Margin** tradition, there is an opposition of a cast of thousands – largely cannon fodder – and you (or you plus a friend) select a hero to play in this epic struggle of good versus evil.

There are four to choose from, each with slightly different powers: Liu Bei (descended from Emperor Kei, so they say), Shang Fei (strong and powerful), Shao Yum (a true warrior), and Kuan Yu (not only a great warrior, but well-mannered and educated). Cor. Make your choice and on to the battle.

There you are on horseback with zillions of troops rushing towards you from both left and right. You zap them either with short stabs on the fire button, or leaving the fire button down 'til the power meter on the bottom of the screen fills up – like in **R-Type** almost.

The play area is pseudo 3-D, with you moving left/right (your objective is always to wards the right) and up/down the screen across the roadways down which you are fighting.

Opponents on foot (with swords or bows) can be cut down with ease – those that appear on horses are more worthy adversaries and need a good kicking before they give up the ghost . . . although you always have the opportunity to bottle out and use a smart bomb that will have variable effect – flame them or summon up a landslide.

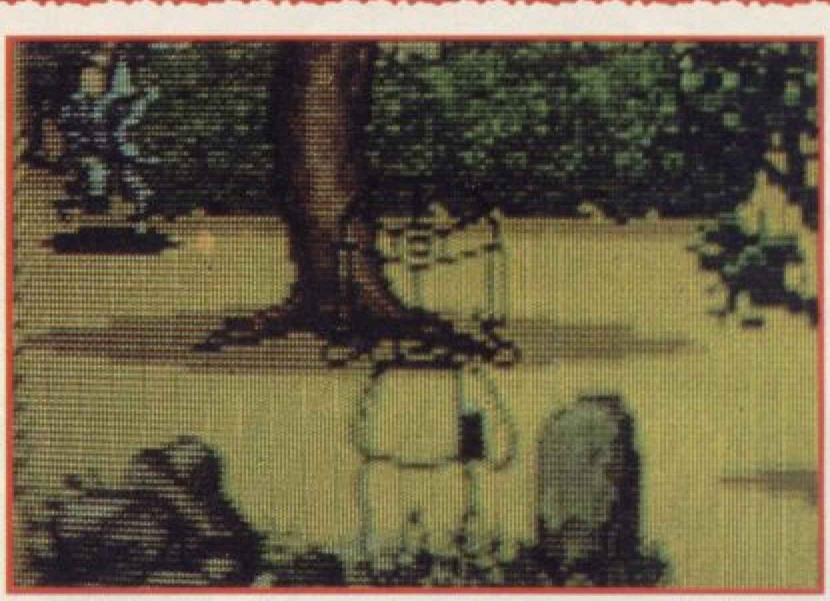
There's no doubt about it, it's a bit of a hack – but very nicely done. Loads of colours, loads of sprites, loads of sound, substantial background animation.

A real hoot is the screens that come up when you run out of energy – a picture of your hero battered on the ground, pleading with you to carry on with the fight!

Ultimately lacking that gripping edge that drags you back to the console for more – **Dynasty Wars** is still an impressive achievement that is well worth a few pennies.

FAXBOX

Dynasty Wars
A technically impressive playable hack, Dynasty Wars is good – but not that good. Understand
Graphics 8
Sound 7
Addictiveness 8
Gameplay 8
OVERALL RATING
8





Last Survivor



▶Sega

Put yourself in this situation. There you are with up to three other mates. You are all trapped in a maze with a load of other tough guys and monsters. You each have a single key to the exit of the maze. To get out you need four. The only way to get keys off other players is to kill them. First one to exit the maze wins.

Are we making ourselves understood here? We are talking kill or be killed. Yes! Here is your chance to shoot your best friend in the back, and not incur the slightest chance of spending the best years of your life at Her Majesty's pleasure. This alone is likely to make **Last Survivor** yet another mega-hit for Sega. But, as they say, there's more.

Each player has a separate screen that shows, roughly, a first person view of the maze – the view you'd see out of your own eyes if you were actually there. You can move left/right, up/down along the corridors – but also amazingly, rotate around, again, just as if you were there yourself. What makes this all so forehead slappingly good is the fact that the whole thing is done, not in vectors, but sprites!

Calling the thing a maze is a bit mean, too. Each level is, yes, in essence just a maze, but the graphics are superb, and characterise a particular sort of setting. So the first level is set in a stone castle, another in a country house, one in an orchard . . . even one on lava flats. Hot stuff!

You have a weapon, natch – a kind of gun that you can get upgraded if you stop at the shop in the maze and have earned enough money by creaming the resident nasties on that level. Here you can also buy extra speed and armour that will absorb a few hits.

There are also map pillars that, when you bump into them, show you the layout of the level and the location of everyone else within it.

The gameplay is excellent,





with that first person view limiting the informaiton that you have access to beautifully – unlike that **Gauntlet** style view that means you can see around corners and have eyes in the back of your head.

You find yourself frantically running around the level, zapping monsters and nervously looking behind you all the time, anticipating that shot in the back! Alternatively, relish those shouts of dismay as you pump bullets into a player controlled character, just when he wasn't expecting it!

You don't die after a single hit, either – you must lose energy. Run out of it and it's the big game over.

Another example of good game design – when a player has acquired enough keys to leave, a message is flashed up on all screens informing everyone of this fact. At this point, all surviving players start making for the exit too – hoping to bop off the guy that has all the keys and steal them before he escapes!

Available in both two player and four player versions – **Last Survivor** will bring a whole new meaning to the phrase, "We shall fight them on the beaches," this Summer!

FAXBOX

Last Survivor
Paranoia rules in this first person, graphically stunning fantasy bash, providing an unusually good opportunity for peer group advancement.

Graphics 9
Sound 8
Addictiveness 9
Gameplay 8

OVERALL RATING
9

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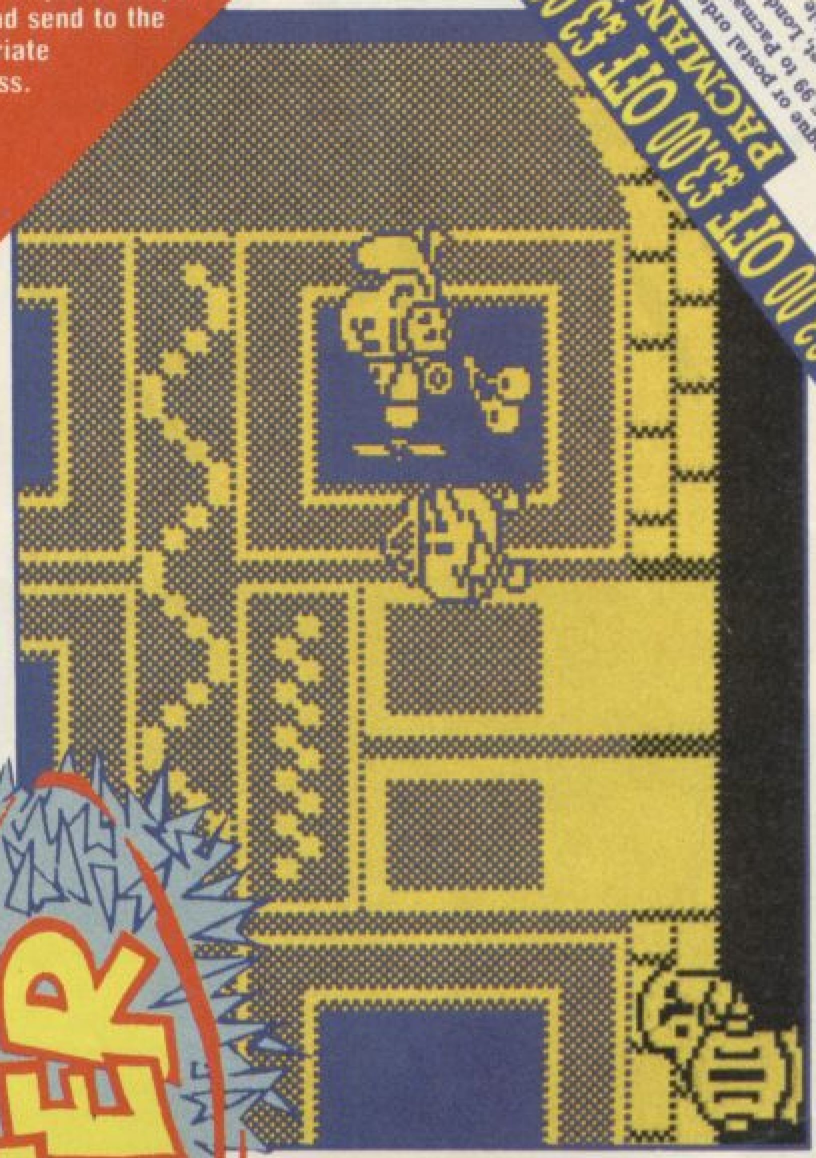
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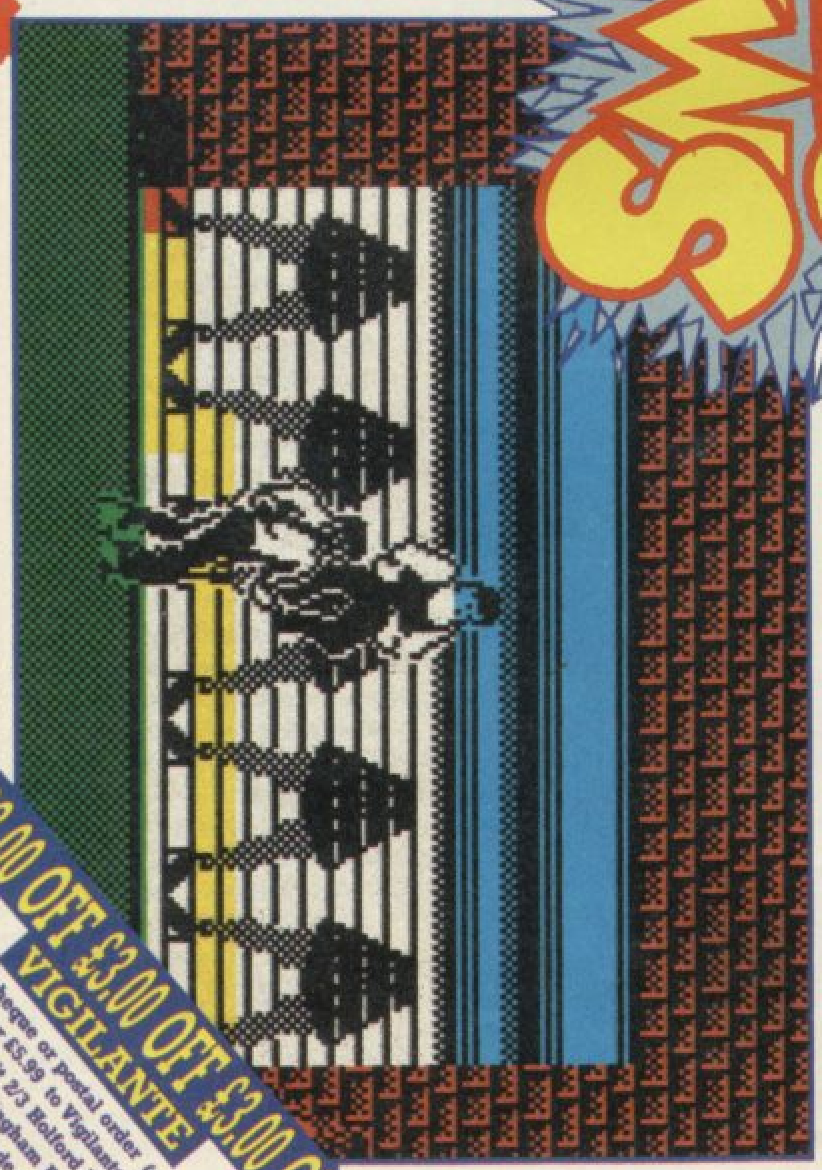
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...HOW T

ASCII code nightm
disassemblers? Baffled
problems with programmi
or not, Andrew Hewsons
and he'll be investigating
say "Ram Dos Buffer h

... DID THE TECHNICIAN TED TAPE LOADER WORK?

Just recently, Hewson have re-released their old classic hit **Technician Ted** on the Rack-It budget label. That was originally written in the good old days of circa 1984. During the writing of the game, time was no peblem as no-one even knew of its existence apart from the two authors. This meant that it was possible to give it the final polish that a lot of games don't have even today. A case in point was the loading routine. When thinking up new ideas for a project, it is virtually impossible to stand poised like the statue of 'The Thinker' for any length of time and hope to come up with anything.

For those who have never seen the loader, I will describe it. The screen clears and prints a couple of banners – one at the top and one at the bottom. In the bottom banner there is a countdown clock (in seconds) which decrements during the load. In the middle blank section of the screen there are 10 'Technician Teds' running left and right at various speeds, also while the game is loading. Remember this was done five years ago when the best loaders of the era consisted of nothing more than a pretty picture to look at for 4 minutes (more interesting to boil an egg eh!). Right, how is it done?

Glancing through the Spectrum disassembly of the tape loading routine (from 0556Hex to 0604Hex), there are quite a few bits of code dedicated to delays. Specifically at 05E7Hex there is a delay of 358 T states every time that particular sub-routine is called. The routine is named 'EDGE1' in the Spectrum ROM disassembly book as its function is to count the 'edges' of the square wave signal from the cassette signal. Considering that Z80 instructions in normal use can range from 4T states to say 19T states then we could simply replace this delay routine with a more useful routine which did clever things like countdown clocks or Teds running round the screen. Sounds simple, doesn't it.

HOW THE NORMAL TAPE LOADERS WORK

This How the Hell within a How the Hell explains the normal tape signal for a better understanding of the delays talked about in the previous paragraph. Referring to Fig 1, the diagram shows the electrical signal as it is saved to the tape. Bit 4 of the output port 0FE Hex is piped through to the socket on the side of your Spectrum. To send a signal through to this socket, we send precise 'serial' code as in fig 2 for saving. To turn the port 'on' we would do this:

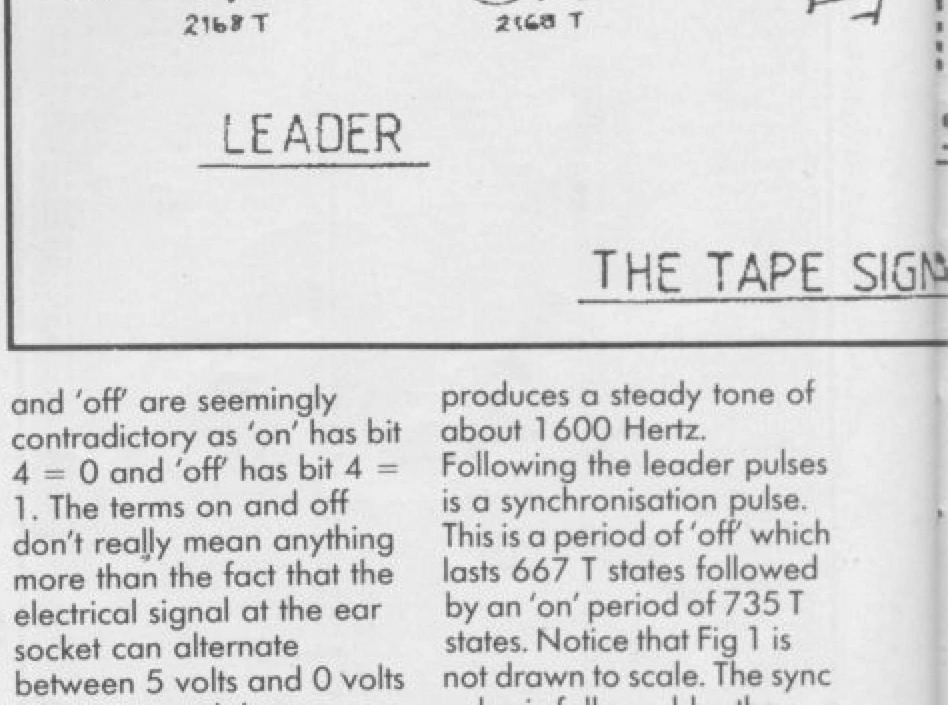
```
LD A,0
OUT (0FE),A
```

To turn the port 'off' we would do this:

```
LD A,16
OUT (0FE),A
```

Not that the terms 'on' and 'off' are seemingly contradictory as 'on' has bit 4 = 0 and 'off' has bit 4 = 1. The terms on and off don't really mean anything more than the fact that the electrical signal at the ear socket can alternate between 5 volts and 0 volts when we send the tape signal.

The first section of the tape signal is termed the 'leader' and it comprises of several hundred alternations between 'on' and 'off'. This is the steady tone you can hear when loading a program at the start. Fig 1 whose only a few pulses but more important is the timing for these pulses. Each period of the port being on or off last for 2168 T states and so it produces a steady tone of about 1600 Hertz.



Following the leader pulses is a synchronisation pulse. This is a period of 'off' which lasts 667 T states followed by an 'on' period of 735 T states. Notice that Fig 1 is not drawn to scale. The sync pulse is followed by the data in bit form. Suppose you had typed in SAVE "DATA" CODE 30000,10 then the routine would take

HE HELL!..

...ures? Disillusioned with
...by bytes? If you're having
...ing, whether they alliterate
...s your man. Drop him a line
... the problem before you can
...nterface Edge Connector"

the byte stored at 30000 and shift each bit leftwards until all 8 bits had been saved. The format for the saved bits takes one of two forms – 1 A zero bit is a period of 'off' followed by a period of 'on' with each period lasting 855 T states. 2 A set bit is exactly twice the periods for the zero bit i.e. 1710 T states off and 1710 T states on.

To summarise then, the signal is a few seconds of a leader tone followed by one sync pulse of



...NAL FIG 1.

considerably shorter duration than the leader tone pulses. The sync pulse is then followed by the data pulses in the respective forms. Incidentally, the term 'baud rate' which refers to the speed of load operation (i.e. the slower the rate the more bored you get!) is variable depending on the data. If you save all zeros then it will also load back quicker than saving all 255's. This is due to the '1' bits lasting twice as long as the 0's. So the baud rate quoted is only an average of saving an equal number of 1's and 0's.

BACK TO THE PLOT

Now the tape signal is clear in your mind, remember the EDGE1 routine I spoke of earlier. In the loading routine it becomes necessary to perform lots of high speed reading of the input port and checking whether the signal has changed from one state to the other within certain critical time constraints. I say critical but there has to be a certain amount of leeway in the timing because not all tape recorders play back at precisely the same speed. There is also the effect of wow and flutter on the signal which basically means that the length of each pulse – leader, sync or data will vary quite considerably from that that was saved. Fortunately the EDGE1 routine has an overhead of 358 T states before it starts timing the received pulses – it is this valuable time that we use in our loader. Incidentally 358 T states is approximately 100 microseconds in duration – not exactly time to watch an epic!

TOO SIMPLE!

Obviously it is not simple to run another routine in 100 microsecond chunks and we also have to worry about contended/uncontended RAM. The Spectrum like most other home computers has a problem when the screen is stored in the same memory map as the RAM used for programs and data etc. This is because the video circuitry has to access the memory without fail every 50th of a second. If the Z80 wants to read or write to the screen at the same instant as the video circuitry, the Z80 has to wait for a while until the video has done its stuff. If the Z80 had priority over the video circuitry, our picture would suffer from incredible interference so poor old Z80 suffers instead. The net result is that the processor true speed is reduced by some 25% in the video or contended memory. As the tape routines are so precise – especially during the save, they need to be replaced in ROM or in uncontended RAM.

The placement of the routine is easy – we will put our loader in uncontended RAM in a convenient location. The other difficulty is that during our 100 microsecond of activity we will be accessing the screen – for our countdown clock for example. This makes it difficult to accurately work out the exact timing so we have to resort to some field testing by varying the timing until we get the most reliable results.

A GAME DURING THE LOADER PERHAPS?

Now you should understand how it all works but what else can we do with the 100 microseconds of 'free' time. A few thoughts sprang to mind – but I did think it would be quite a challenge to have a simple game to play while the main game was loading. A suitable candidate for this type of game is the old letter shuffle thing. they are made out of plastic and have an array of letters with one position vacant After scrambling the letters up, the object of the game is to shuffle the letters back into the original layout. I am presently working on this task and should have the finished code in time for the next How the Hell. It will function as a normal byte loading routine but with this 'Letter Shuffle' game working while the loader is working. The BASIC program below is the letter shuffle so if you type in and run it you will have an idea of what to expect next month.

I'VE GOT THIS PROBLEM

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

. . . WRITING ARCADE GAMES

Dear Dr Drupey, HELP! (Didn't the Beatles . . . ? Oh, never mind – RG) is there a simple booklet or something to help me write arcade games or arcade adventures? Also, how do I make my sprites and background designs load onto a ready coded game without loading my Artist II? And finally, how do I use pokes on my MULTIFACE III?

Matthew (Drupey Fan Horne)
Wallington
Surrey

● Not asking much . . . To write arcade games needs several things; first knowledge of Z80 machine code; second, knowledge of the way the Spectrum works and thirdly, experience. Number 3 is up to you. Number 2 is covered, albeit briefly, in the back of the Spectrum manual – if you can't understand the bits on binary and memory maps then you've got some way to go. Number 1; there are lots of books on Z80 programming; a quick browse through the shelves of your local Smiths or equivalent should find you one that's at your level.

All these things can be helped if you get a copy of Genie for your Multiface III. This is an excellent debugging tool, that also gives you all sorts of way to peek, poke, meddle and look at the Spectrum's innards in full squelch. There's no better way to learn machine code . . .

. . . WITH MY WAFADRIVE

Dear Doc, I've been brutally disappointed! (Steady on, old chap . . . RG) I bought a Wafadrive for my Spectrum 48K+, and was really excited about it. But when I pulled it out of its packaging, it refused to work. I have to prepare to use it by giving the command NEW *, but my Spectrum just won't accept the command.

Is there anything I can do?

Thane Kirbyshaw
Plympton
Devon

● Chance is that it's not the Wafadrive at fault, but your old trusty yet slightly infirm Spectrum. There are special signals that the Wafadrive needs to work; if your Spectrum can't provide them it won't interfere with normal Wafaless operations but the computer will never notice the drive plugged in.

To check this, get an Interface 1 from a friend. If the extra Interface 1 commands don't work, then you need a new Z80A central processor for your Spectrum. These aren't too expensive – between 2 and 5 pounds for the part and you shouldn't be charged much more than a tenner for fitting – and everything should work.

. . . CHOOSING A PRINTER

Dear Dr Rupe, I'm thinking of buying a dot matrix printer for my +3, and have decided that a colour machine is best for me. It seems that to print colour you need a Colour Printer Driver –included in some word processor and art programs; which ones? Which printers are available, anyway?

Matthew Seaborn
Colchester
Essex

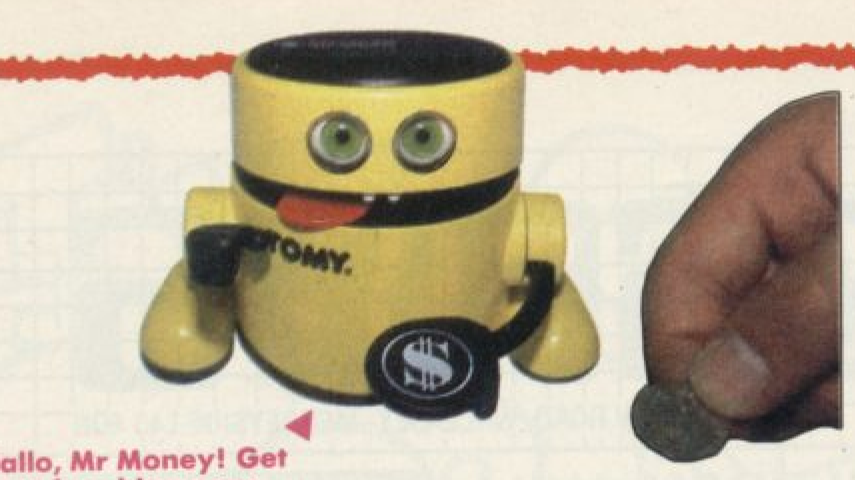
● I don't have a list of colour-capable (good bit of jargon, that) utility programs for the Speccy; in any case it would be out of date before I'd finished trying to spell "polychromatic". The thing to look for on the labels and in the adverts is support of the Epson JX standard, because this is the nearest thing the colour boys have to the common as dirt Epson FX standard for monochrome printers. The last time I looked, the Star LC-10 printer (which can also be used in black-and-white with a different ribbon) was very good value for money.

. . . WITH MY MODEM

Dear SU, I have just bought and Epson CX-21 Acoustic Coupler Modem, and I'd like to know if it would work on a Spectrum +2.

Michael Allder
Reading
Berkshire

● Yes, but it won't do much. You should be able to plug it in (with the right lead, which is now difficult to get hold of) to the Serial port on the +2, and you'll be able to send data over the phone to a friend with a modem. However, it's not going to be able to talk to bulletin boards or Prestel due to restrictions in the Spectrum itself; for that you need more hardware.



Hallo, Mr Money! Get your laughing gear around this.

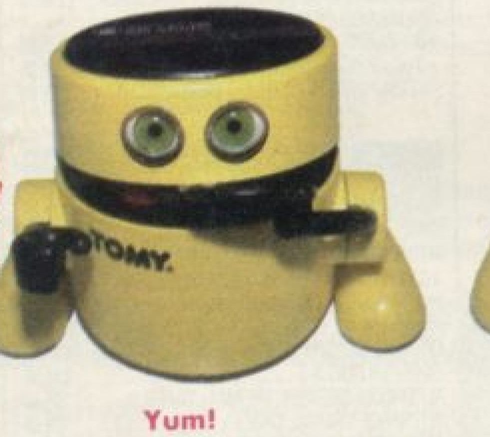
CASH EATING MONSTER

Whirrr, blip, munch, yum, slurp! Dear me, what strange sounds are these. Is it Sir Terwonee trying to get out of the loo? Or is it Tim after a particularly violent vindaloo? Nah, it's Mr Money innit? (Mr who? – all the SU readers). Yes that's right folks. Mr Money is SU's newest member of staff and we love him (oh yes we do – JD).

Shall I tell you all about this new roboty friend of ours? Well he's yellow, he's about 4 inches tall and he eats money (sounds a bit like Chris Jenkins to me – JD). To get him going (phewor) you switch on the red button under his right foot, then place a coin in his little hand and watch him shovel it into his gob, give it a little chew and then (and this is the best bit) he licks his chops and is ready to receive some more dosh. Available from Hamleys, Regent St – £7.99.



Well, go on then.



Yum!



Yummm!

MORE VIDS

Fans of crumbly American horror writer H P Lovecraft will be delighted to see a film version of his short story The Colour Out of Space. In The Curse, young farmboy Zach Hayes (Are you sure? –JD) tumbles into a terrifying series of events as his family is exposed to the radiation from a mysterious meteorite. First the crops decay . . . then his family do! Squidgy stuff just right for late-night viewing. Out in your hire shop right now.

"Watch out! It's a tiny fragment of Jim's brain! The Curse.





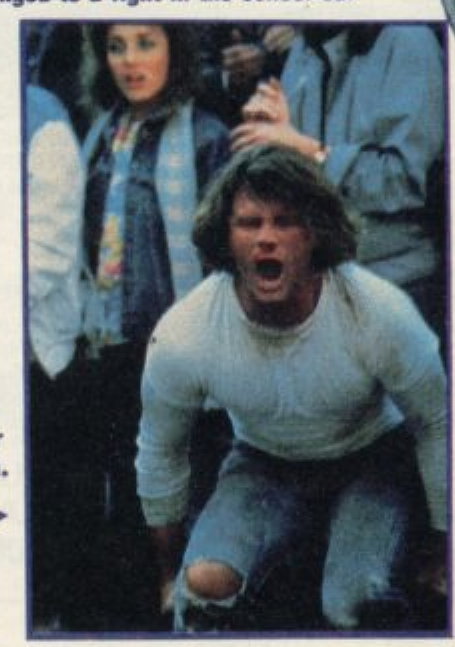
VIDS - A - PLENTY

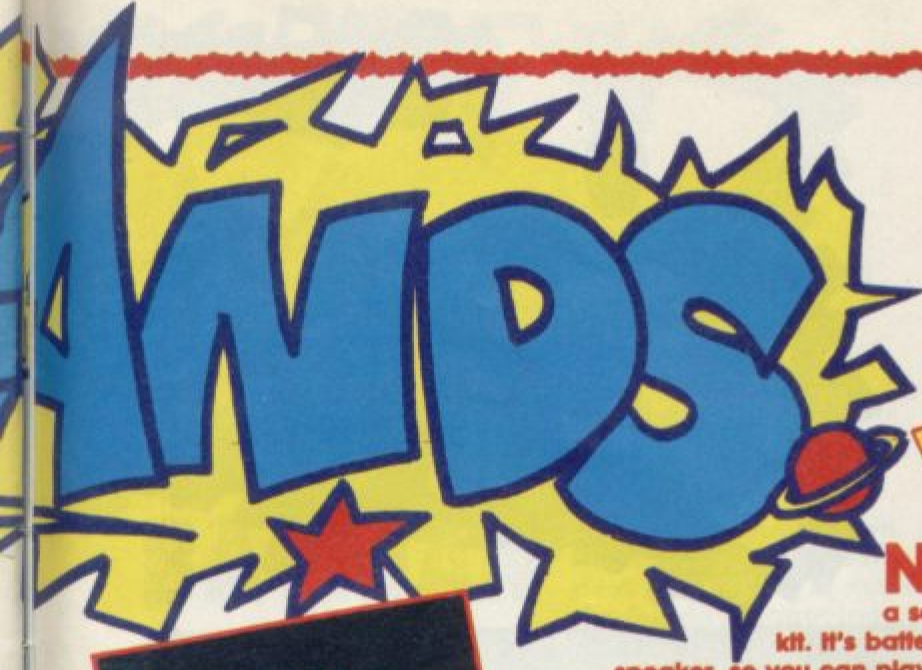


Yowza! Plenty of video fun on the way from CIC – whether you like teenage jocks or squidgy horror, there's something for you!

In Three O'Clock High, brat-packer Casey Siemaszko (Young Guns) plays Jerry Mitchell, a school newspaper journalist who makes the mistake of getting on the wrong side of the School Bully. Challenged to a fight in the school car park at 3 o'clock, Jerry has seven ours to find a way to avoid getting a good kicking! Directed by Phil Joanou, who directed the U2 film Rattle and Hum (but we won't hold that against him) Three O'Clock High features a pounding electronic soundtrack and is in the hire shops now.

"Oh, WHY can't I be in your gang, Jim?" 3 O'Clock High.



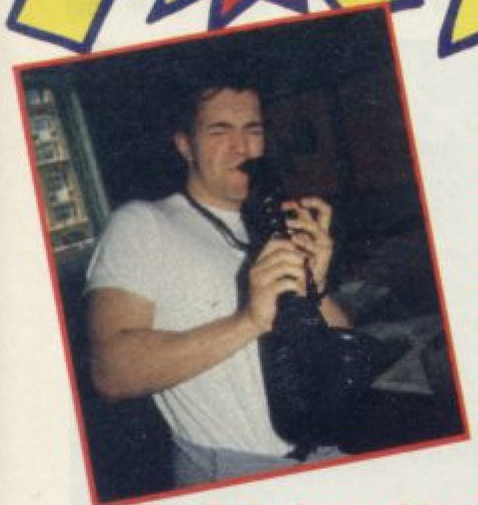


HORN SECTION, WHAAAH

Never mind the smutty jokes, the Casio DH800 MIDI Horn is a serious bit of electronic musical kit. It's battery powered and has a built-in speaker, so you can play tootly little tunes by blowing into it and fingering the keys like a recorder. BUT if you're a bit more ambitious musically, you can plug it into an external amplifier, or use its MIDI output to play other synths!

To add to the overall greatness there's a built-in autoplay section which accompanies your performance with sampled drum sounds, and famous tunes such as When the Saints Go Marching In, stored in ROM packs!

At £159 the DH 800 is a fab way into electronic music if you're too weedy to play a keyboard. It's also an endless source of smutty fun, as the pranksters in the offices have found !!!??$*@£!!



◀ **Jim, without doubt the most gorgeous human on the planet, shows up hopeless old crumblies like Charlie Parker and Jason Donovan. Roy Castle, watch out!** ▶





No! Not located in a South African police station, it's the Potato Clock.

WHAT'S THE TIME SPUD FACE?

Well a diddly diddly diddle and Biggora what have we here? It's a ruddy Potato Clock to be sure. Yes your eyes are not deceiving you it really is a digital clock that runs on potatoes (and oranges and apples and lemons and – I think we get the point – JD). What a fun idea. You place a spuddy in each of the little trays then poke the zinc and copper plates provided into them, thus creating an electrical circuit to make the digital display flash the current time at you. All pretty technical stuff, that shouldn't be attempted by right divvies (ie YS readers) (or staff). If you would like to actually become the proud owner of the Spud-O-Clock simply answer the question below and send it to "Top o' the morning to ya Spud face", SU, 30-32 Priory Court, Farringdon Lane, London EC1R 3AU.

Special Apology:
This month's Potato Clock feature includes numerous utterly gratuitous Irish Jokes. We apologise. It must be terrible having Jimmy Cricket as an ambassador.

What drink can you make from potatoes, is it:
a) barley water b) vodka c) tizer

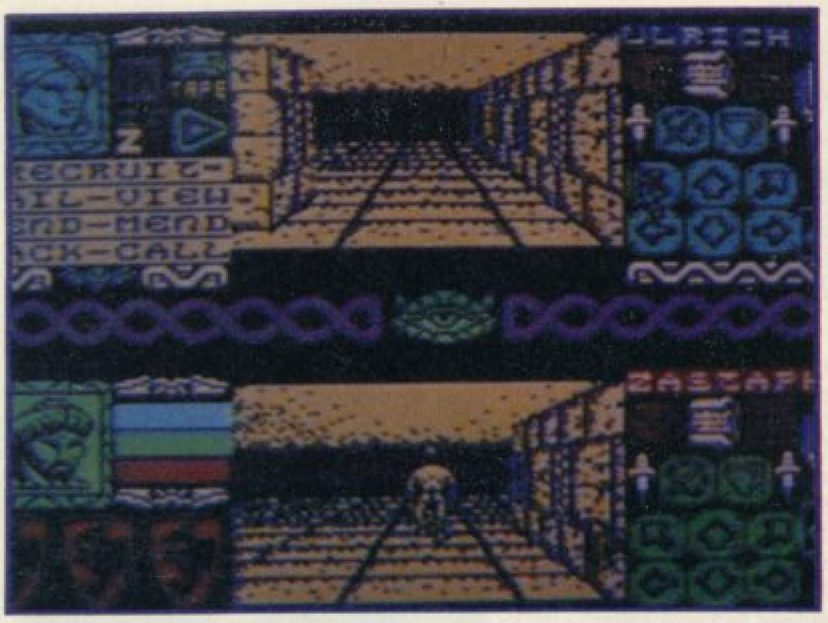
Name ....

Address ....

....

Answer ....

Outlands Credits:
Mr Money . . . Alison Skeat
Videos . . . Chris Jenkins
Potato Clock (and jokes) . . . Alison Skeat
Casio Horn . . . Chris Jenkins
Gorgeous Design . . . Tim Noonan
Picture Captions . . . Jim (surprisingly)



BLOODWYCH

This is a bit interesting. **Bloodwych** is set to revolutionise the concept of 3-D fantasy role playing, it says here on this press release, as it introduces an element of competition and a further dimension of interaction with its simultaneous two player option.

Not only has it got all that, but in the gameplay it ain't a million miles away from the megafabby 16 bit smash, **Dungeon Master.** Not surprisingly, as it's from the same people, those luverly luverly peeps at Mirrorsoft known as Image Works.

As you run around in the maze-like dungeon, all viewed in glorious 3-D-o-vision, you come across treasures, traps and all manner of strange and exciting characters. Interact with these creatures correctly, and they could help you find your goal. What exactly your goal is I'm not too sure, but from what I can see, it's got something to do with four crystals that, when brought together, will create a magic spell that will banish evil forever. Typical over the top storyline.

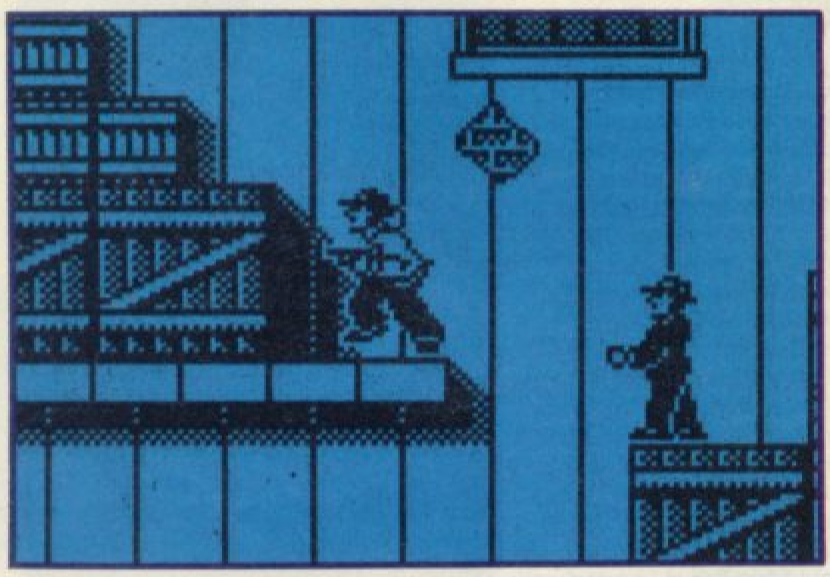
But it looks like it's gonna be great. The graphics are colourful and all the lovely items (such a locations, people, eachother) are marvellously detailed and it sure looks like it's gonna have a lot of atmosphere.

Should appear soon. Review next issue.

Streetdate: Soon.
Price: £8.99/£14.99.







UNTOUCHABLES

"Your plans for world domination are sadly mistaken, Mr Goldfinger." Oh, sorry, wrong Sean Connery film. Yus, this is The Untouchables, **one of Ocean's impending Xmas blockbusters.**

Set in Chicago in the rough and tough days of prohibition in the 1930's, the movie and the game chronicles the crusade of Treasury agent Eliot Ness, against the evil doings of Al Capone and his ruthless cronies.

It's vital to nail Capone before he tightens his grip on the city even more. Innocent people are getting killed in the wake of the rackets Capone is setting up. Officials are either being bribed or threatened and only a few men, The Untouchables, are above the mobsters' rule.

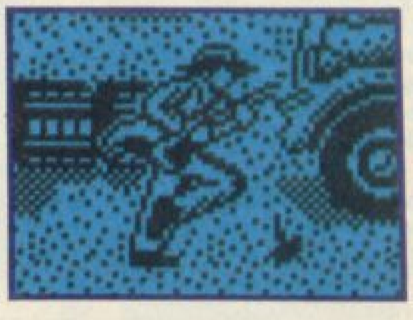
The game, as is Ocean's wont at the moment, is split into a number of sections, each giving the player the opportunity of taking on a different character in the movie and performing some of the most memorable feats.

There will be the stage in the abandoned warehouse, searching through the hundreds of packing cases, with bad guys shooting at you at the same time.

There is also the section on the bridge – probably the best shoot out in the film. You roll back and forth across the deck, wasting Capone's men and dodging the hail of tommy gun bullets.

We're not allowed to tell you any more than that, except that we'll be keeping you thoroughly informed over the next few months, if you know what we mean.

Streetdate: Late Autumn.
Price: £8.95.



BATMAN – THE MOVIE

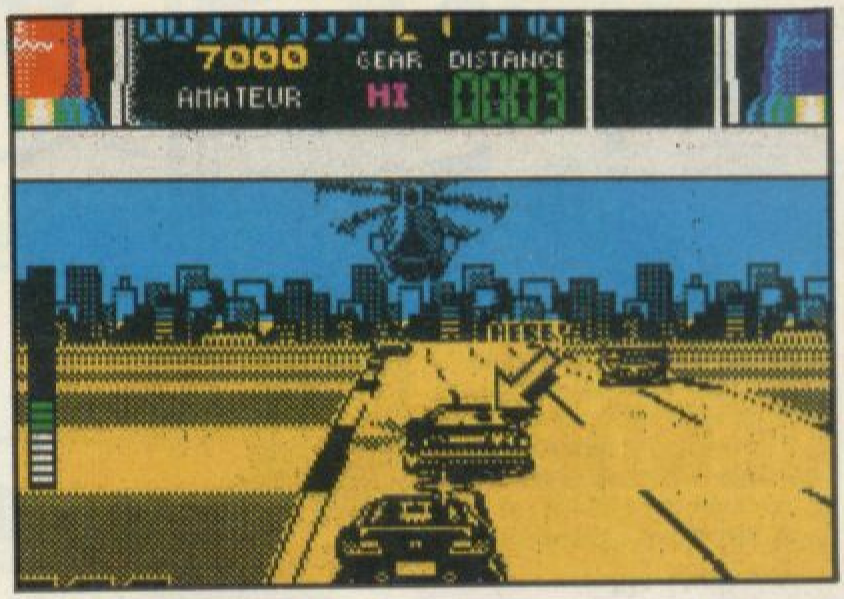
Fifty years old and as hard as anyone. Yus. Batman is bbbbbbbback! This time, as we're sure you already know, the title role is taken by the gorgeous though slightly balding Mike Keaton, though the star of the movie may well turn out to be the astounding Batmobile. There have been pics of this most desirable motor in most of the Sunday magazines, but we can show you what the GAME VERSION is going to look like – he ha!

Ocean were obviously very keen to avoid any problems of similarity with their other titles based on the exploits of the caped crusader and, from what we've seen already, it looks completely fab. There are driving bits, fighting bits, exploration bits and swinging-on-bat-rope bits.

Check out the pictures.

Streetdate: Late Autumn.

Price: £8.95.



CHASE HQ

Verooooooooom! Wooowooo blam crash etc.

We're not even allowed to tell you that this game is called Chase HQ, which is a shame.

Neither are we allowed to let you know that it's going to be Ocean's Xmas game rival to US Gold's Outrun Europa.

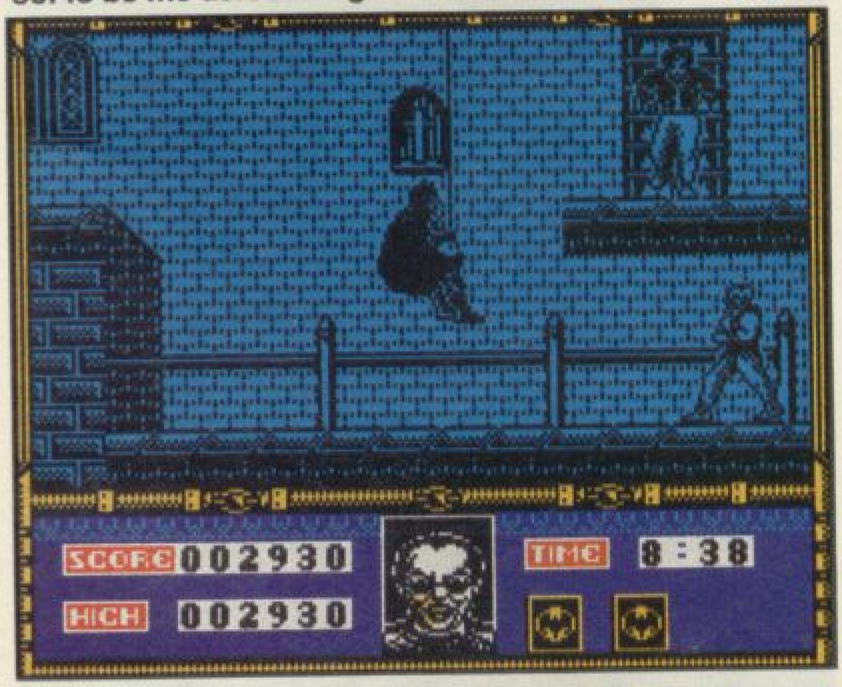
What we can tell you is that it might involve a bit of driving, a bit of crashing into other cars and a bit of nicking the bad guys.

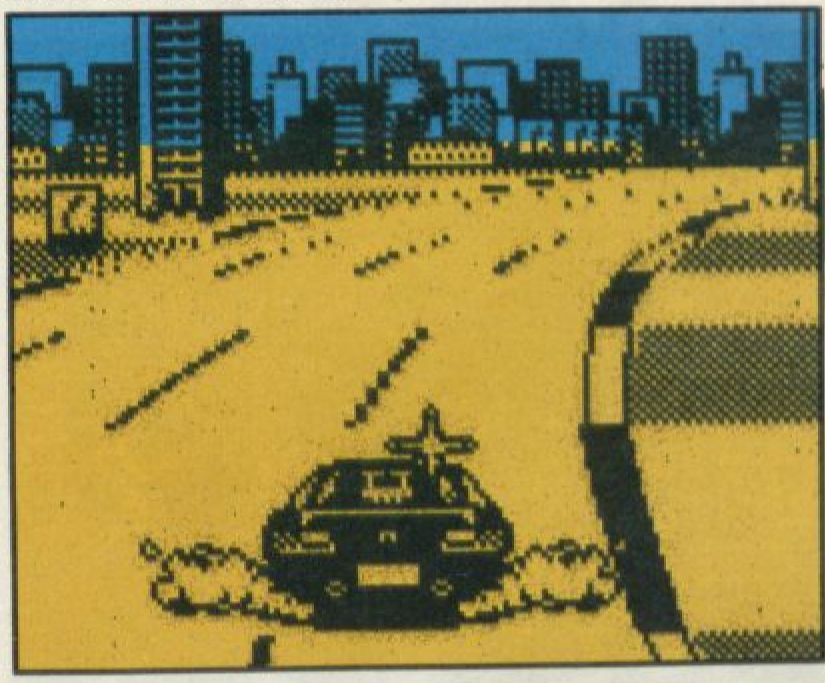
Oh, apparently we can't tell you that either.

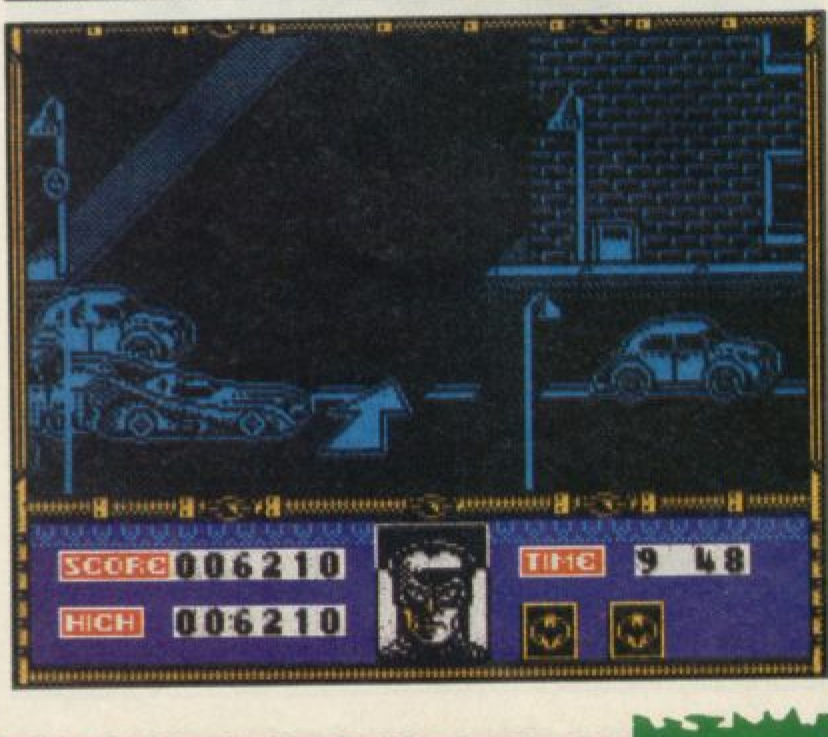
Streetdate: Xmas

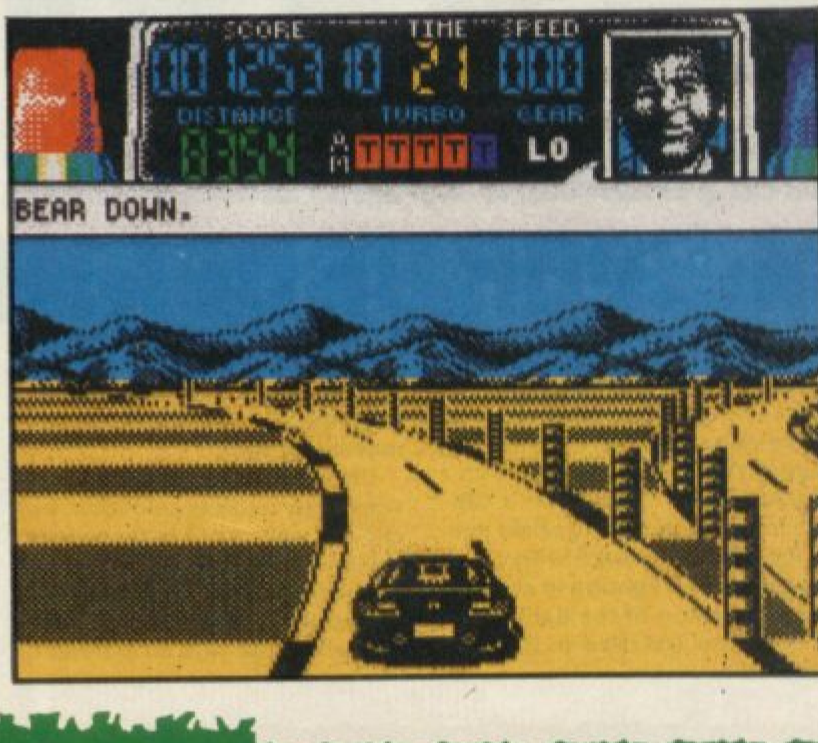
Price: £8.95.

(But don't tell anyone)



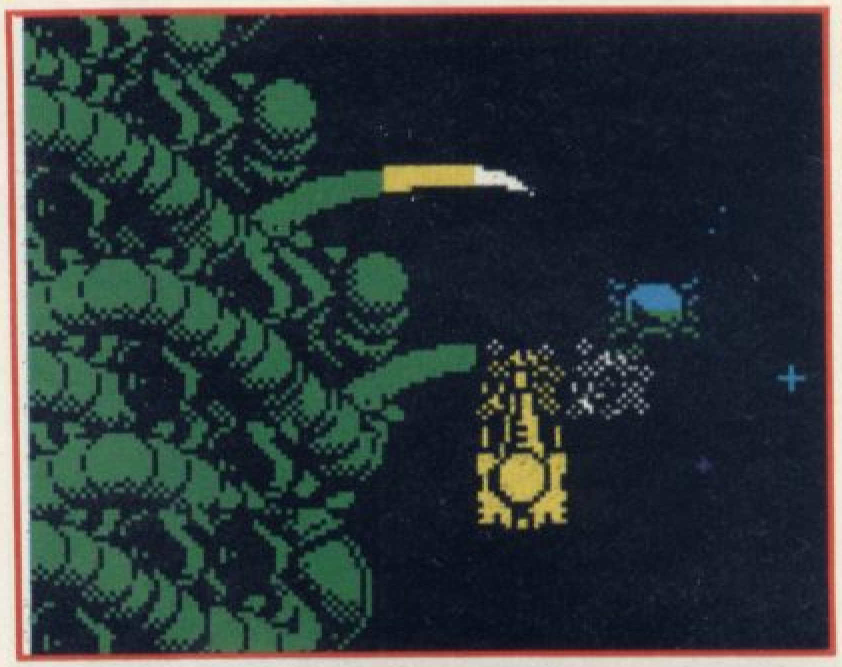






PREVIEW

VENDETTA



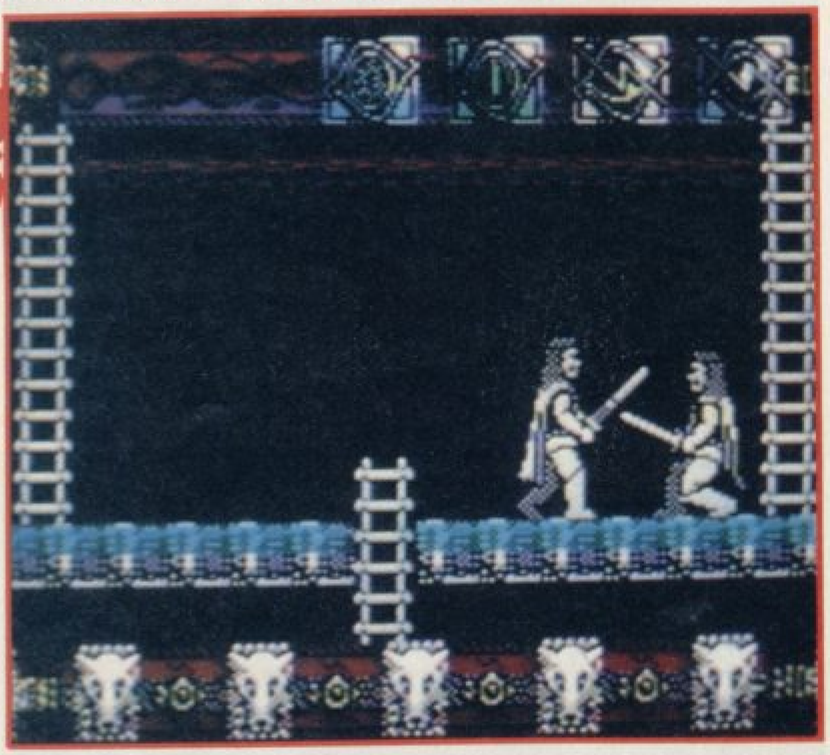
Return of the Last Ninja Part III! **No. We're only kidding, though this is another 3D fighting exploration game from System 3 in a similar mould.**

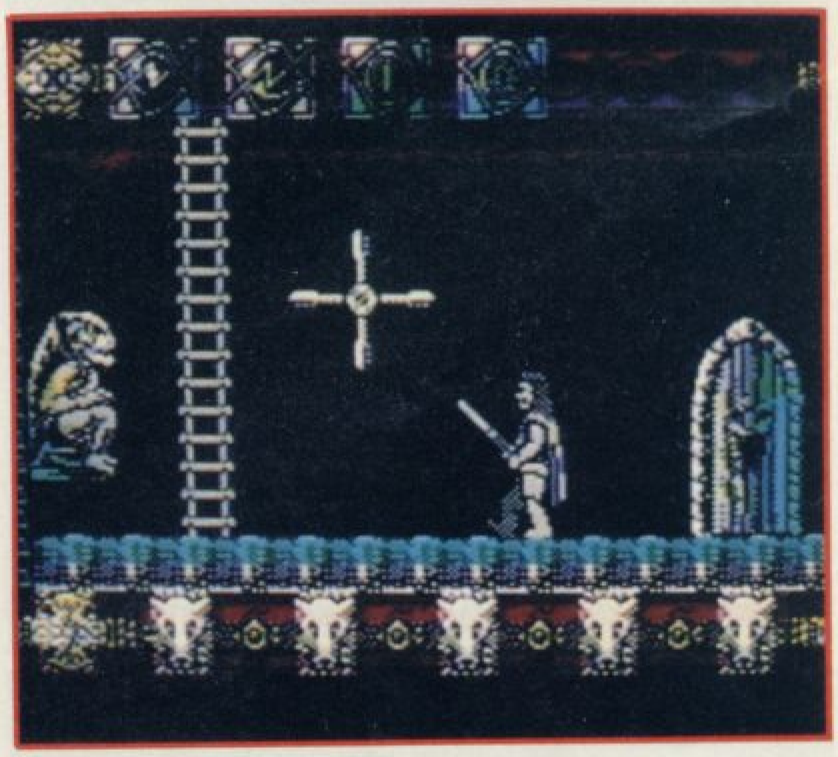
It's going to be a multi-load graphic affair with two main sections. The first is extremely arcadey with lots of running around and fighting and throwing of hand grenades and the next involves a super road-race 3D affair.

We've been given a special sneaky preview of the first level by System 3's gorgeous and thoroughly successful (and charming) Mark Cale, but he swore us to secrecy and we shouldn't really be printing these pictures. Oops.

What we are allowed to say is that the game certainly has a more up to date feel than previous SYS3 games, involving guns and grenades and rockets and motors, and it will be bloody marvellous. Funny how they said it'd be okay to say that.

Streetdate: August.
Price: £8.95.





LONE WOLF – THE MIRROR OF DEATH

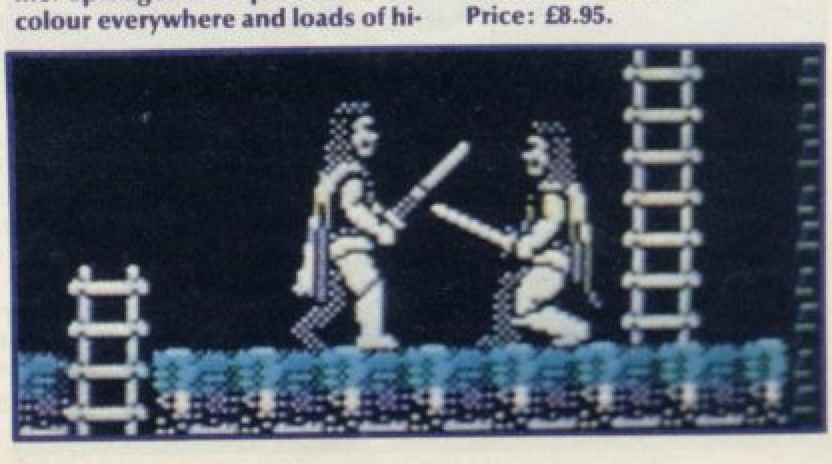
Lone Wolf is back, and that's official. I remember when LW hit it big a while ago. There was a computer game then, anyone remember? It came with a free keyboard overlay, for a 48K Speccy. Cor, that was a while ago.

But still, LW is back with a vegeance. Still fighting to avenge the destruction of the Kai Lords, LW has now travelled to the evil tower of the satanic Dezan Groez, master of evil and generally very naughty, with the intention of murdering him.

Choose four skills from a seemingly endless selection, but choose well, for it is these four skills that decide whether or not you will succeed in your quest. Armed with only a sword, you must do battle with all manner of strange beasts and little seven year old girls.

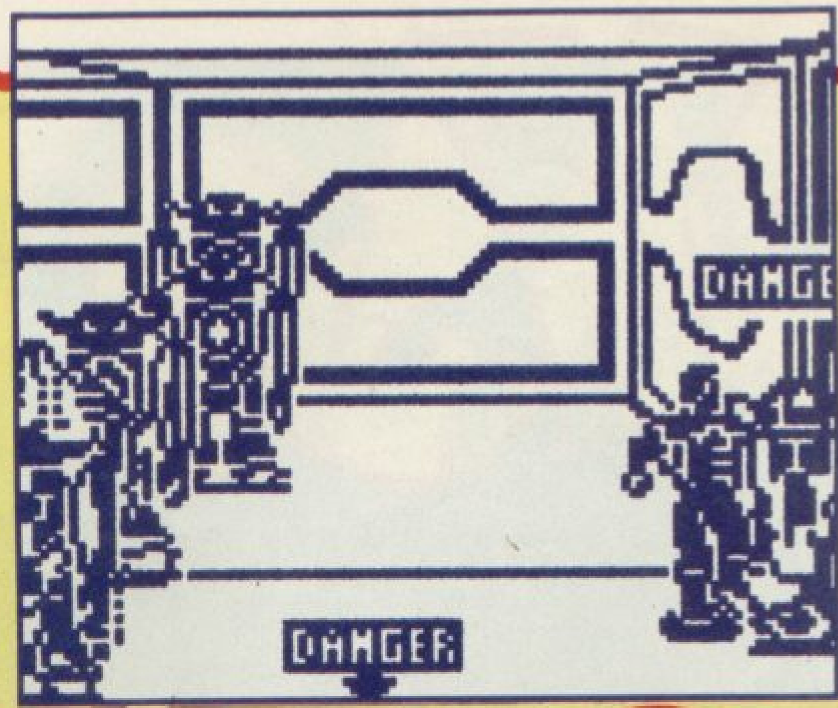
The game looks pretty fabby to me. Splodges and splashes of colour everywhere and loads of hi-res sprites give the game a very non-Spectrumy look. More news as we get it.

Streetdate: Soon.
Price: £8.95.



GAMES REVIEW!

XYBOTS



Xybots. What do I think about the game?

It's OK. If you detect a little lukewarmness in my wheedling tone, it's because at first sight Xybots doesn't look very impressive – especially compared to the original Atari coin-op.

Fortunately, if you persevere you'll find that most of the playability has been retained in Tecque's conversion, and especially in two-player mode, the challenge of Xybots will grip you despite the dubious graphics.

The main gimmick of the coin-op was the 3-D perspective maze shown from two viewpoints at once. The players could either team up, or fight it out for honour and glory. The plot's a bit like the ancient video game Humanoid – make your way through a series of mazes fighting off hostile robots. The main difference is the 3-D view, but since a map shown at the centre top of the screens gives away the position of the offending androids, and a big arrow marked DANGER appears pointing them out even when they're off-screen, there's not much suspense.



The two protagonists – Major Rock Hardy and Captain Ace Gunn, if you can believe that – scamper up the screen a bit, then it flips on to the next seciton. They can also move left and right, which is handy because the hordes of robots open fire as soon as they come within range.

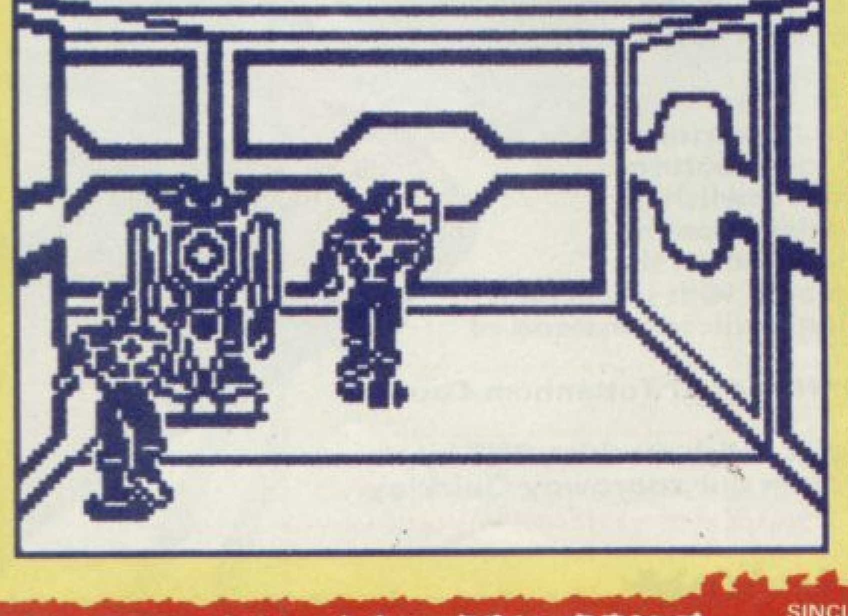
To turn to face the fire you move the joystick while holding down the fire button. Your position indicator on the map also shows your orientation, so it shouldn't be possible to get lost, although I did find myself heading the wrong way into the complex on a couple of occasions.

Once you reach the end of a level, there are usually two options; Mister Softie's, where you jump straight into the transporter to the next level; or Mr Hard's, where you have to fight off killer machines before reaching a transporter going to a MUCH higher level.

Tokens you collect along the way allow you to buy extra shields, bigger guns and better maps to bash the heavy-duty security droids on later levels.

Excellent 128K sound and a boppy musical theme put the finishing touches to what is a surprisingly enjoyable conversion. I don't know if it would have been possible to do a better job of the graphics, but Xybots scores high for gameplay, so think about buying it■





ARCADE REVIEW

FAX BOX

XYBOTS Label: **Tengen** Author: **Tecque**
Price: **£9.99/£12.99** Memory: **48K/128K**
Joystick: **Various**

GRAPHICS	SOUND
59	79
79	78
PLAYABILITY	LAST ABILITY

Graphically dodgy but otherwise frabjuous coin-op maze game

Reviewer:

OVERALL **75**

10 20 30 40 50 60 70 80 90

87

JOYSTIC

Are all joysticks the same then? Of course not. Some of them are black, some of them are red . . . but now there's one that's completely different. It's the Quickjoy Superboard, **and you'll spot the big innovation straight away; it's got a digital timer with an LCD display built into it.**



The Superboard is just one of a crateload of new sticks from DeGale Marketing, all of which are compatible with all eight-bit and sixteen bit home computers including the Spectrum (though you'll need an adaptor lead if you want to use them with the Plus 2 or Plus 3 Sinclair sockets). The Superboard, at £19.95, is the most unusual. It's a BIG stick for BIG games players, featuring four suction cups to anchor it firmly to the tabletop. It also boasts no fewer than SIX fire buttons; one trigger-style on the pistol grip, one thumb-button, and two on either side of the base. You can switch between left and right-hand base buttons, and base or grip-mounted buttons, using switches on the base. Also on the grip is the autofire





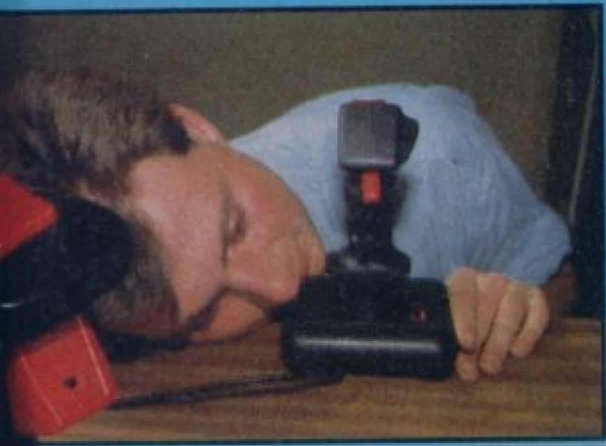
switch, and on the left of the base is a speed setting and computer select switch for the autofire function.

The stick switching, like the fire buttons, is microswitched for complete reliability. But the BIG gimmick is the digital timer. Powered by a single 1.5 V AA battery, the timer can be set to any time from 1 to 99 minutes. At a press of the START switch it begins counting down. You can pause it at any time with another press of the switch, and then it reaches 00.00 it gives out a piercing BEEBEEBEEP! Now you can settle all those I-did-it-quicker-than-you-oh-no-you-didn't arguments.

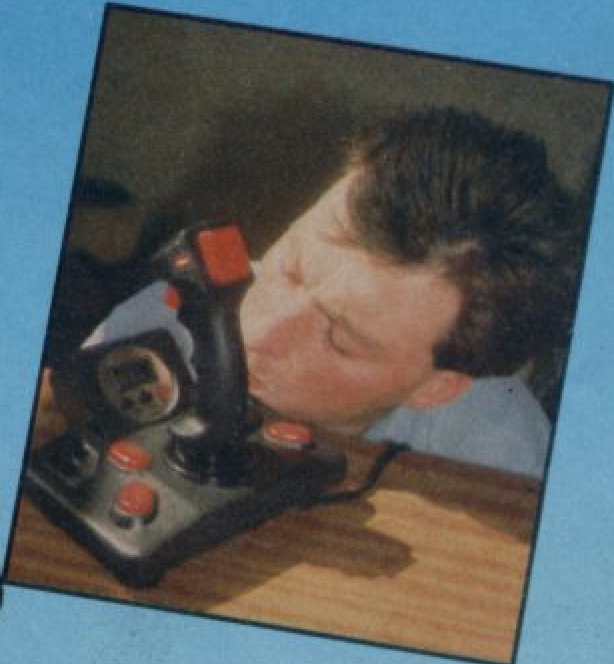
If your budget doesn't stretch to the Superboard, or if you're more interested in pure blasting rather than race games or time trials, there are three other options. The Supercharger **costs £12.95, and features finger and thumb fire buttons, switchable autofire, microswitching and four suction cups. Then there's the £10.95** Turbo, **which has the same features with a more radical hardgrip design like that of the Superboard. Finally, there's the** Quickjoy 2, **a budget model with finger and thumb fire buttons, autofire, four suction cups, and leaf switches instead of microswitches.**

The Quickjoy sticks are available from DeGale Marketing, 81 Tottenham Court Road, London W1A 1EY, Tel 01-637 5735, or from your usual joystick stockist, BUT by an amaaazing coincidence we have FIFTEEN to give away in our soaraway Quickjoy contest!

K COMPO



We've got FIVE Superboards and TEN Quickjoy 2s to give away courtesy of DeGale Marketing. All you have to do is answer the stupid questions, fill in the entry form, bung it off to the competition address, and you could be the happy owner of a Quickjoy joystick before you can say "Nine-pin D-plug".





1) How many pins are there in a joystick D-plug?
A) Three
B) Seven
C) Nine

2) What shape is the standard joystick plug?
A) D-shaped
B) L-shaped
C) Fish-shaped

3) Where do you normally find nine-pin D-plugs?
A) On helicopters
B) On joysticks
C) On fish

Answers: 1) 2) 3)

NAME ....

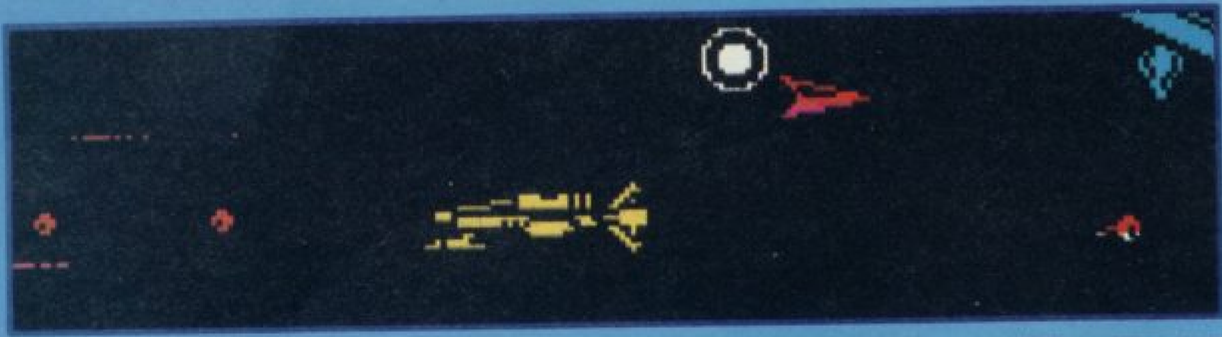
ADDRESS ....

....

.... POSTCODE..................

Send your entry to The Joy of Sticks Competition, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date is July 31st. Usual rules apply, I'm sure you know what they are by now, though we've forgotten.

GAMES REVIEW!



DOMINATOR

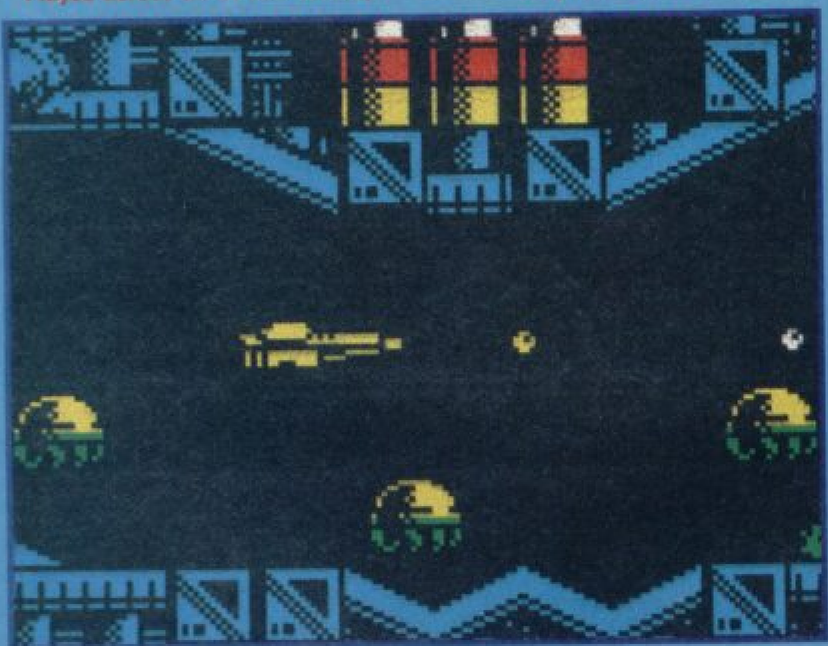
Neeeoow! Dugga dugga dugga! Multicoloured explosion follows multicoloured explosion as glorious technicolour ships bob and weave doing battle over a dream-world of colour, fantasy and illusion. Well, not quite.

You are the Dominator, and you have to, well, dominate around a bit I suppose; rid the galaxy of the evil alien empire etc. And all set against a (relatively) fast (relatively) colour-clash free and pretty darn attractive in a fluffy strawberry sort of fashion, background.

Played across all of four levels, the game alternates, Salamander like, between side on and overhead view perspectives. The still graphics for both types of levels are equally impressive, or at least the backdrops are. All of the backdrops are animated in a sort of well animated kind of way, indeed there were points that made me sit back and go uurgh! The sprites haven't come across as well.

Take a look at the screenshots. First thing you notice is the large amount of colour. Now, you know as well as I do that a colourful game automatically looks a lot better than a mono one. Fair enough. So, to reassess the game, strip the colour. What are you left with. Some very badly designed alien sprites that move very badly. Um, OK. So what else has the game got?







Well, it does have a bolt-on weapons system. Fine. You can collect up to three extra weapons and an autofire facility. Good. These run out after a short period of time. OK, I can live with that. The weapons are pretty pointless. One of them bolts onto the back and fires diagonally behind you, but doesn't seem to have enough power to actually kill anything. The other two bolt on the front and fire forward, in unison with your cannon. The other two bolt on the front and fire forward, in unison with your cannon. Don't you think that, just maybe, this might be just a little bit poorly designed?

Do I think this game is good? Yes, but not much. I think too much effort has gone into trying to add a little flair to a tried and tested idea and not enough thought along the lines of "How can I make something original out of this game".

The main problem lies with the playability. The main ship moves quite fast, but due to poor design, the game is just a little too difficult. Right from the start alien waves move in a way so that at certain points they more or less cover the screen, meaning you can't dodge or find a safe spot to fire from.

I had high hopes for Dominator. Oh well . . .■

ARCADE REVIEW — FAX BOX

DOMINATOR Label: **System 3** Author: **In-house** Price: **£9.99/£14.99** Memory: **48K/128K** Joystick: **Various**

GRAPHICS	SOUND
83	74
72	75
PLAYABILITY	LAST ABILITY

At first glance an impressively coloured shoot-'em-up. At second, it isn't.

Reviewer: Tony Dillon

OVERALL 73

10 20 30 40 50 60 70 80 90

AL'S INCREDIBLY FUNNY JOKES (but not really) CORNER



1 Who's this?



It's me ya berk



2 Why doesn't the Queen wave with this hand?



'Cos it's mine



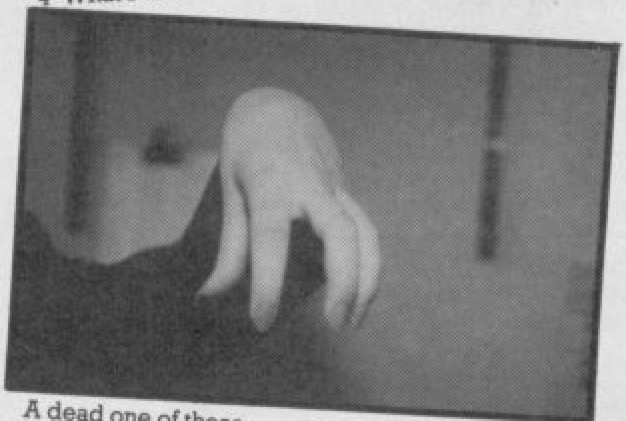
3 What's am I?



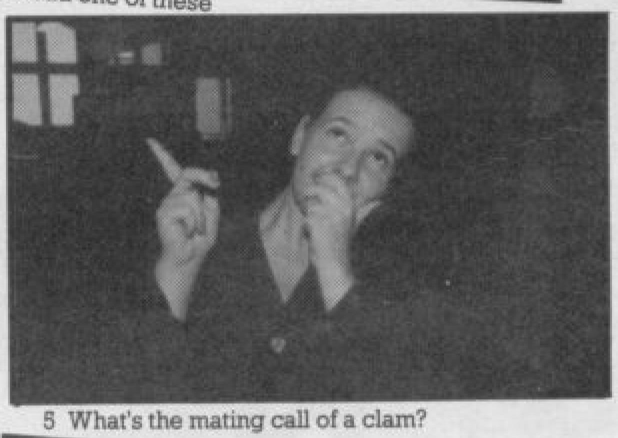
A short hand typist



4 What's this?



A dead one of these



5 What's the mating call of a clam?



D'you wanna snog?

6 Who's this?



Sooty with no clothes o



7 How does an elephant ask for a currant bun



Can I have a currant bun please?

8 What's this?



A spider doing press-ups on a mir

WHAT A RUDDY FIBBER!

Some people will do anything to try and win our Electro Bingo prize. We've had the odd call from readers who have hacked into the game and come up with the star prize number. This is an incredibly naughty (and illegal) thing to do and doesn't do you any good if the winning number isn't on the cover of your copy of SU (so there, you didn't really think we were that thick did you?).

Obviously one person thinks we are incredibly thick. Yes, we know who you are and we know what you're up to and it won't get you anywhere matey boy. To save you from getting a good kicking in the playground we haven't printed your name, so think yourself bloomin lucky. For the rest of our readers who don't know what we're going on about, I'll explain.

A reader kindly sent us his front cover of the June 89 issue with the prize winning number scribbled on the bottom right hand corner. He attached a letter which stated that he had a winning number but unfortunately he had "fallen over" and ripped the number off the page at the same time (Oh yeah, tell us another one pal – everyone in the world(.

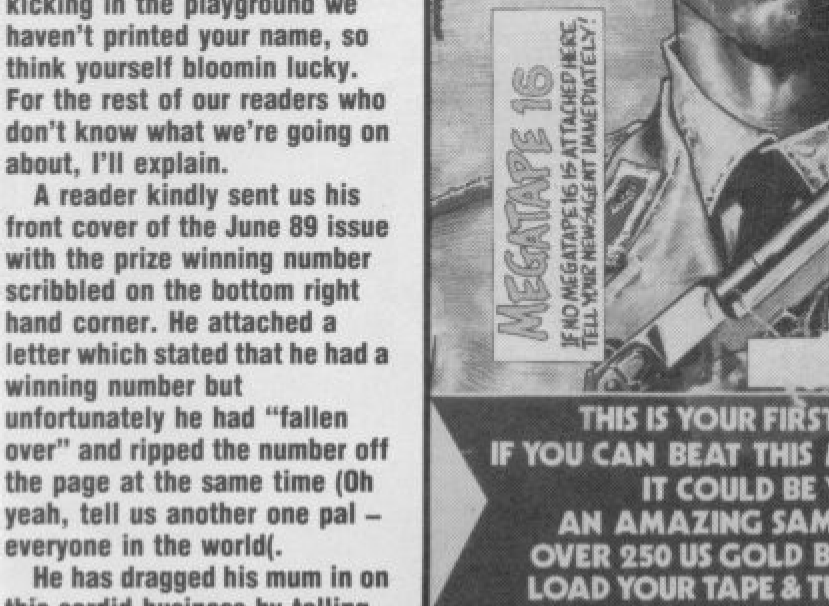
He has dragged his mum in on this sordid business by telling us that id we don't believe him we should give her a call and she will vouch for him. What a crook. We think you have the potential to become a very successful business man or maybe an MP.



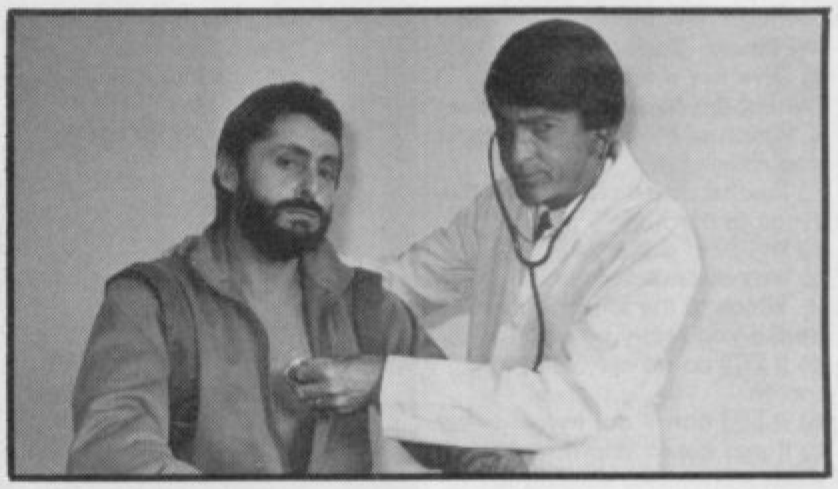
Oh dear my Electro number seems to have fallen off... honest! Oh alright then, I confess that I'm a hopeless cheat and will probably grow up to be exceedingly unpopular, blub, sniffle.

93

Caption Compo No 30



Plenty of entries this month, but unfortunately like last month there weren't many rip-roaringly hilarious ones. You really must start to swot up on your joke books. Anyway, here are a few of the better ones which we dug up out of the postie pile: Sean says: "Moneypenny, you get more beautiful every day" – from Andrew Goldie of Harrow, or Sean says: "You can have it back as long as you promise you won't stab Tony Dillon" – from Ben Seale of West Wickham, not bad. But the dosh has to go to Colin Barker of Caernarfon with "No, no, you give me the sword, then you can have Megatape 17" – nice one Colin.



This month we'd like you to write in and tell what you think is going on between Dr. Kryptonfactor and his 'happy' patient. Dr. Kryp could be saying, "hmmm I can hear the sea" maybe not though. Surely you can do better than this (looking at last month's effort I'm not so sure – Alison). Fill out the form below and send it to Caption Compo No. 31, Sinclair User, Priory Court, 30-32 Farringdon Lane, London WC1R 3AU. Entries should arrive before July 31st 1989.

Name ....

Address ....

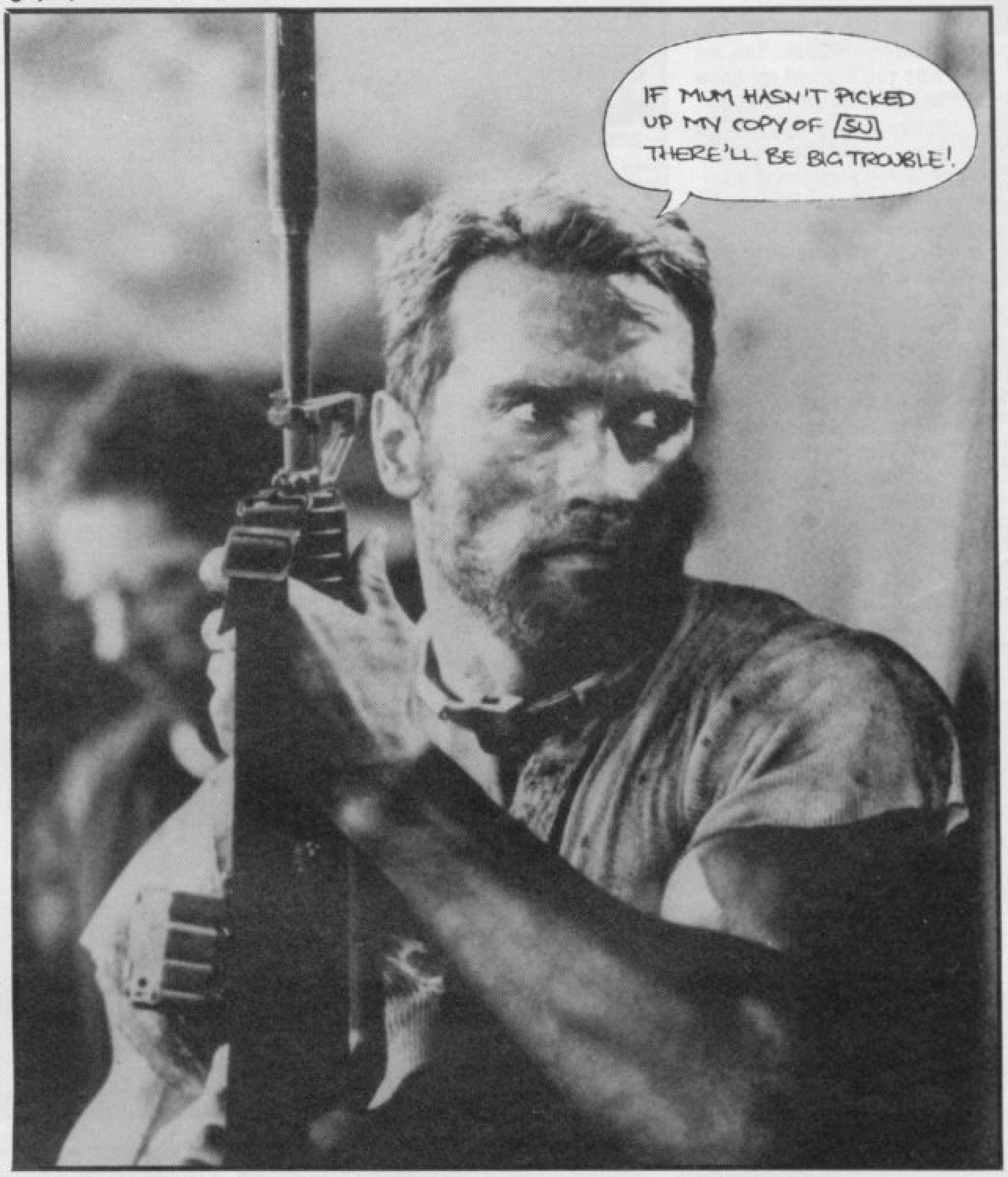
....

Caption ....

....

I LOVE SU

Do you really love **SU** more than life itself or would you rather be eating banana and ketchup sandwiches? To prove that you're a real **SU** fan we've set you a smashing quiz, let's see how you get on . . .



1 You rush off to the newsagent to get your issue of **SU**. When you get there Mr Newsagent is all sold out. Do you:
a) Buy Your Sinclair instead (don't you dare – JD)
b) Visit every newsagent in the world until you find one
c) Cry for a month

2 Little bruv asks to borrow your latest copy of **SU**. Do you:
a) Give him a good duffing up and say "not on your nelly poo features"
b) Run out and buy him an issue of his very own
c) Tear out the Classified page and let him read that

3 Your new Megatape fails to load: Do you:
a) Smash up your Speccy
b) Buy another 10 copies of **SU** to ensure at least one of the tapes works
c) Try reloading the tape, but this time take it off the cover

4 Paula Abdul knocks on your door and asks for a snog up in the local park. Do you:
a) Say "er yuck I'd rather snog my jack russell stinky chops", and slam the door
b) Say "sorry Paula I have better things to do like cut out my Smash Coupons"
c) Give her a tongue sarnie behind the herbaceous border

5 Which of the following would you rather be:
a) The first person to squish Mike Tyson in the ring
b) The next editor of **SU**
c) Wayne Smedley

6 Which of the following would make you really happy:
a) If **SU** came out twice a month
b) If **SU** came out twice a day
c) If you could skip through fields of poppies singing to squirrels as you go

7 What is your ideal weekend:
a) Whizzing around on your roller skates upsetting grannies
b) Sitting in your room with your feet up with a glass of Vimto in one hand and a copy or **SU** in the other
c) Partaking of some fractal analysis

8 What does **SU** stand for?
a) Slimey Underwear
b) Sinclair User (of course)
c) Scatalogical Unitarianism

9 If you were playing Robocop on your Speccy and there was a power cut, would you:
a) Get in a right strop and kill everyone in the house
b) Find a torch and re-read all your old issues of **SU**
c) Wait very patiently until the lights come back on

10 Which of these is your favourite fashion accessory:
a) Your acieeeeed smiley bermuda shorts
b) A Sinclair User T-shirt
c) A green and purple striped tank top Aunty Gert gave you for Christmas

Now how did you get on? See if you scored mostly a, b or c and find out how much you love **SU**.

Mostly a
Well you are a strange one aren't you? We think that maybe you're slightly off your head and a few visits to your local psychoanalyst may help (I doubt it though). Alternatively a swift swot up on a few back issues and a regular monthly order of **SU** should see you right. Hurry up before it's too late.

Mostly b
Well what can we say, you obviously live your life for Sinclair User alone. We think you deserve a medal and a pat on the back, the world needs more readers just like you. Keep up the wonderful work.

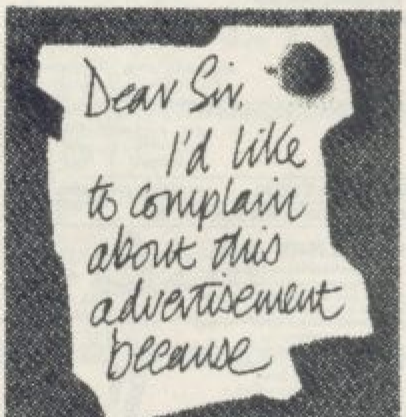
Mostly c
You really are a dork of the highest order. Are you sure you're not Wayne Smedley. You seriously need to sort your life out son and what better place to start than putting in a regular monthly order with your newsagent for **SU** for the next two thousand years.

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